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## Learning by Analogical Reasoning in General Problem Solving

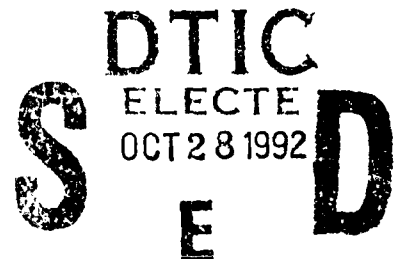
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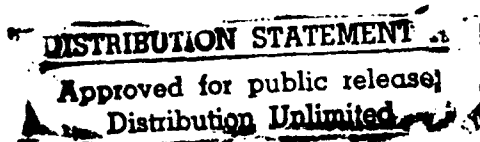
Submitted in partial fulfillment of the requirements  
for the degree of Doctor of Philosophy

School of Computer Science  
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Mellon**

**School of Computer Science**

**DOCTORAL THESIS  
in the field of  
Computer Science**

***Learning by Analogical Reasoning  
in General Purpose Problem Solving***

**MANUELA VELOSO**

**Submitted in Partial Fulfillment of the Requirements  
for the Degree of Doctor of Philosophy**

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*To my husband, José Manuel,  
and my sons, André Manuel and Pedro Manuel*



# Abstract

This dissertation integrates derivational analogy into general problem solving as a method of learning at the strategy level to solve problems more effectively. The derivational analogy method has been fully implemented in the PRODIGY architecture and proven empirically to be amenable to scaling up both in terms of domain and problem complexity.

Reasoning by analogy involves a set of challenging problems, namely: how to accumulate episodic problem solving experience, how to define and decide when two problem solving situations are similar, how to organize large amounts of knowledge so that it may be efficiently retrieved, and finally the ultimate problem of how to successfully transfer chains of reasoning from past experience to new problem solving situations when only a partial match exists among corresponding problems. More specifically, the dissertation automates the generation, storage, dynamic indexation, retrieval and replay for multiple cases (i.e. derivational traces of past problem solving episodes). Learning occurs by accumulation and flexible reuse of cases. The problem solving search effort is reduced incrementally as more episodic experience is compiled into the case library.

Scaling up the system proved to be very demanding. The current system has thus far been demonstrated in multiple domains, including a complex logistics transportation domain where it generated a library of 1000 cases, showed strong improvements in problem-solving performance, and pushed the solvability envelope to increasingly more complex classes of problems.

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# Chapter 1

## Introduction

The ultimate goal of the field of Artificial Intelligence is to understand what intelligence is and how it can be captured by computational algorithms [Newell and Simon, 1956]. One of the more complex human intelligent processes is the ability to solve problems. Newell and Simon discovered how to model the human problem solving paradigm as an heuristic search in a state space [Newell and Simon, 1972]. The approach consists of interpreting a problem solving situation in terms of an initial configuration, a set of possible actions to transform the state, and a desired goal state. The problem solving algorithm searches for a particular sequence of actions that transforms the given initial state into the desired final state. Over the years different algorithms have been developed to perform this search for a satisficing solution to a problem.

However AI researchers have found that these classical AI techniques for problem solving involve large amounts of search even for moderately complex problems. Faced with this situation, several subareas within AI tried to develop methods for encapsulating more knowledge to reduce problem solving search. These methods range from expert system approaches, where all the knowledge is laboriously handcoded at the outset, to machine learning approaches that aim at automating the process of compiling problem solving experience into reusable knowledge. This thesis work falls within the latter category, as it explores a novel method to automate the process of acquiring, storing, retrieving and reusing problem solving experience.

This chapter is divided into three sections. The first section situates the thesis approach within other machine learning methods applied to problem solving. Section 2 describes the motivation for this work within the PRODIGY architecture. Finally section 3 introduces the thesis and its scientific contributions.

## 1.1 Machine learning and problem solving

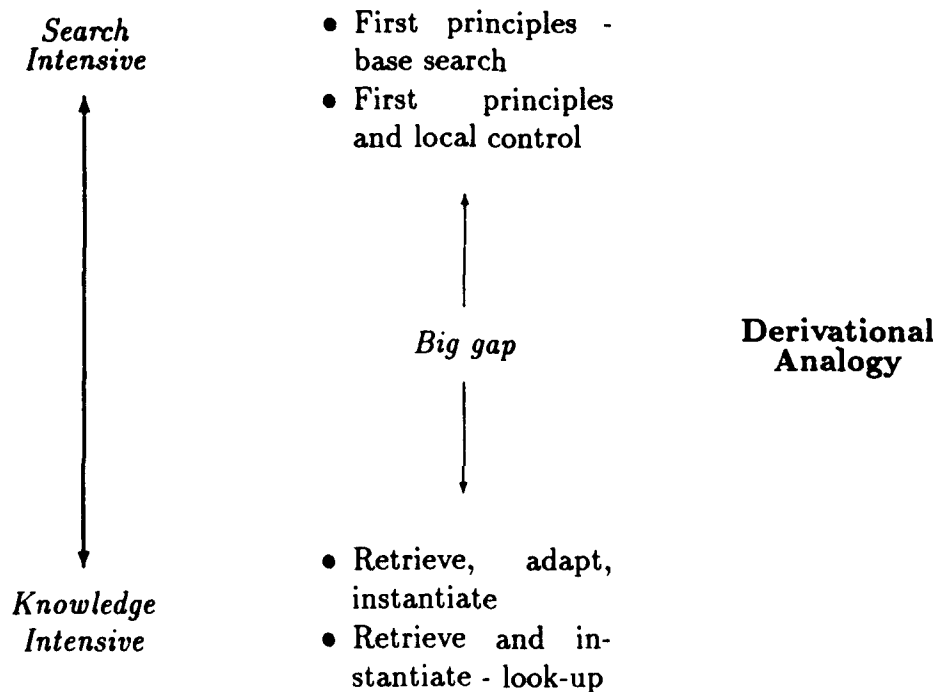
The machine learning approaches to acquiring strategic knowledge typically start with a general problem solving engine and accumulate experience in the process of solving problems the hard way (via extensive search), or via demonstrations of viable solutions by an external (human) teacher. The knowledge acquired can take many forms:

- Macro-operators composed of sequences of domain-level operators which, if applicable, take “large steps” in the problem space and thereby reduce search [Anderson, 1983, Cheng and Carbonell, 1986, Fikes and Nilsson, 1971, Korf, 1985, Minton, 1985]. In essence, intermediate decisions corresponding to steps internal to each macro-operator are bypassed, in the construction of a parameterized fragment of the proven solution path into a macro-operator.
- Reformulated left-hand sides of operators and inference rules, where the new left-hand sides are stated in terms of “operational” or initial-state conditions so as to facilitate their selection and application. This is one typical output of explanation-based learning systems [DeJong and Mooney, 1986, Mitchell *et al.*, 1983, Mitchell *et al.*, 1986, Neves, 1980].
- Explicit control rules (or meta rules) that guide the selection of domain-level subgoals, operators or inference rules in the planning process. These may also be generated by the explanation-based learning process when the basic architecture of the problem solver itself is axiomatized and available to the learning module, along with the domain theory [Minton, 1988].
- Generalized “chunking” of all decisions taken by the problem solver, including goal selection, operator selection and other impasse-driven decisions that required search. The output of these internal decisions are at once compiled into new chunks by a background reflex process and become immediately available to the problem solver’s recognition process [Laird *et al.*, 1986, Newell, 1980].
- Memorized actual instance solutions annotated with intermediate problem solving states (such as subgoal trees, causes of intermediate planning failure, justifications for each selected planning step, etc.). These are used in analogical reasoning [Carbonell, 1983, Carbonell, 1986] and case-based reasoning (CBR) [Hammond, 1986, Kolodner, 1980, Schank, 1982] to reduce search by using the solutions of similar past problems to guide the planner in constructing the solution to the new problem.



All of these methods seek to compile existing domain knowledge into more effective form by combining it with search control knowledge acquired through incremental practice. In essence, the idea is to transform book knowledge into practical knowledge that can be applied much more readily, occasionally compromising generality for efficiency of application, but retaining the initial knowledge as a safety net.

The problem solving methods developed so far in AI can be organized in a problem solving reasoning continuum as shown in Figure 1.1.<sup>1</sup> They range from *search intensive* to *knowledge intensive* methods.



**Figure 1.1:** *Problem solving reasoning continuum*

Pure search intensive methods search exhaustively for a solution from first principles, i.e., individual steps that model atomic actions in the task domain and may be chained to form a solution to a problem. Pure knowledge intensive methods for problem solving presuppose the existence of a collection of instance or generalized solutions from where the problem solver may retrieve and eventually instantiate the adequate solution. Variations from these two extreme approaches extend the search intensive paradigm to searching guided by local control knowledge while the knowledge intensive extreme extends to a pure case-based reasoning approach in which the retrieved solution may be adapted after being retrieved and instantiated.

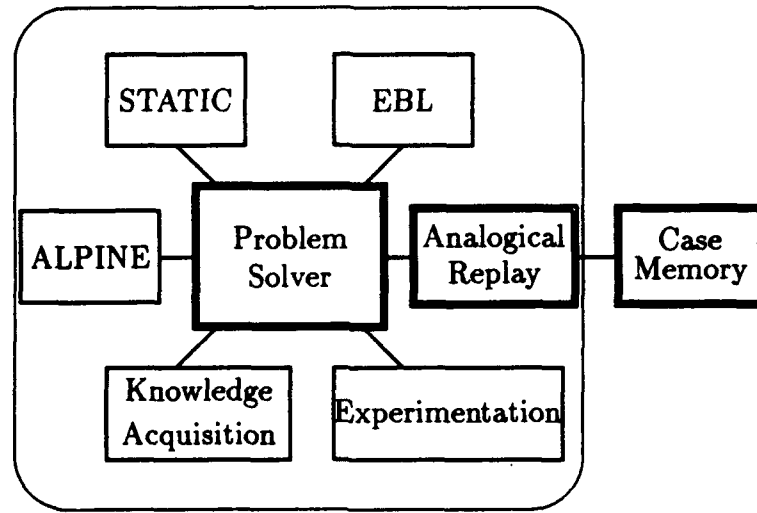
<sup>1</sup>This picture was drawn by Jaime Carbonell in one of our recent discussions.

There is however a big gap between these two problem solving directions. Derivational analogy was proposed by Carbonell ([Carbonell, 1986]) precisely to fill in this gap as a method that would draw nearer the search and the knowledge intensive paradigms. This thesis is grounded on that initial work. Derivational analogy is a problem solving method that replays and modifies past problem solving traces in new similar situations. The thesis goes largely beyond the original derivational analogy framework as proposed in [Carbonell, 1986]. First, the thesis refines and extends the initial derivational analogy to replay the rich episodic memory structures in the non-linear problem solver of PRODIGY, essentially designing and implementing a flexible case-based reconstructive reasoning process that can be guided by multiple similar cases. Second, the thesis achieves seamless integration of derivational analogy with basic means-ends problem solving, where either can be invoked in universal sub-goal reduction. Third, the thesis develops an adaptive memory organization model closely coupled with the problem solver to retrieve the most relevant problem-solving episodes to address each new problem at hand. Fourth, the thesis includes a complete implementation, providing comparative empirical evidence to evaluate the utility of recycling and organizing past experience in the derivational analogy framework.

## 1.2 The thesis within PRODIGY

This thesis takes place in the context of PRODIGY [Carbonell *et al.*, 1990]. PRODIGY is an intelligent integrated architecture that is designed as a testbed for research in general problem solving and learning. A general problem solver is combined with several machine learning modules. The problem solver is an advanced operator-based planner that includes a simple reason-maintenance system and allows operators to have conditional effects. All of PRODIGY's learning modules share the same general problem solver and the same domain representation language (see Figure 1.2). Learning methods acquire domain and problem specific control knowledge in the form of factual and strategic knowledge.

The operator-based problem solver produces a complete search tree, encapsulating all decisions – right ones and wrong ones – as well as the final solution. This information is used by each learning component in different ways: to extract search control rules via explanation-based learning (EBL) [Minton, 1988], to build derivational traces (cases) by the derivational analogy engine (as presented in this thesis), to analyze key decisions by a knowledge acquisition interface [Joseph, 1989], or to formulate focused experiments [Carbonell and Gil, 1990]. The axiomatized domain knowledge is also used to learn a hierarchy of abstraction layers (ALPINE) [Knoblock, 1991], and generate control rules by static partial evaluation (STATIC) [Etzioni, 1990].



**Figure 1.2:** *The PRODIGY architecture*

The contribution of this thesis to the PRODIGY research project is the development of the analogical reasoner as an alternative learning technique. Because both EBL and learning by analogy acquire control knowledge, I now briefly relate the motivation to explore this technique by contrasting it with the EBL approach.

### 1.2.1 Analogy versus EBL in PRODIGY

Learning by analogy within PRODIGY was motivated in part by trying to loosen the assumptions and techniques underlying the PRODIGY/EBL learning method. EBL is a strong learning method by which the domain theory is interpreted under the bias of each particular problem solving example. The domain theory is reformulated into a more operational description that enables the problem solver to search more efficiently for solutions to problems. The results produced by this learning technique are very significant [Minton, 1988].

The method however has drawbacks. Figure 1.3 summarizes the characteristics of the mechanism that contrast most directly to the research goals of this work. In PRODIGY/EBL the system invests a large learning effort to produce generalized and correct control knowledge. The method requires a complete domain theory to ground the generalization of the failures and successes encountered in the unique example to be analyzed. The EBL learner performs an eager effort of understanding and generalizing completely and correctly the local and individual decisions of the problem solving episode. Finally EBL applies its learned knowledge only when the

new decision making situation exactly (or fully) matches the learned operationalized control knowledge.

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**PRODIGY/EBL:**

- Produces generalized **provably correct** control knowledge.
  - Requires **complete** domain theory.
  - Performs **eager** learning.
  - Learns from **local** decisions.
  - Reuses **exactly matched** learned knowledge.
- 

**Figure 1.3:** *Some characteristics of the PRODIGY/EBL learner*

Analogical reasoning can be seen as a major relaxation of the restrictions to the EBL paradigm. Figure 1.4 summarizes the characteristics of the analogical reasoner designed and developed in this thesis. EBL uses an example trace of a solved problem and domain axioms to prove the correctness of decisions at choice points and then synthesize generalized control rules from these proofs. Instead of investing substantial effort deriving general rules for behavior from each example as EBL does, the analogical reasoner automatically generates and stores annotated traces of solved problems (cases) that are elaborated further when needed to guide similar problems. Compiled experience is then stored with little post processing. The domain theory does not have to be completely specified as the problem solving episodes are loosely interpreted and not fully generalized. The explanation effort is done incrementally on an "if needed" basis at storage, retrieval and adaptation time when new similar situations occur. The complete problem solving episode is interpreted as a global decision-making experience where independent subparts can be reused as a whole. Finally maybe the most clearly recognized characteristic of an analogical reasoner is its ability to reuse partially match learned or accumulated experience.

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**PRODIGY/ANALOGY:**

- Produces control knowledge empirically from **justified episodic** traces.
  - Performs **lazy** learning (on an "if-needed" basis).
  - Does **not** require a **complete** domain theory.
  - Learns from **local** and **global** decisions chains.
  - Reuses **partially** matched learned experience.
- 

**Figure 1.4:** *Characteristics of PRODIGY/ANALOGY as opposed to PRODIGY/EBL*

The immediate support for the utility of the analogical approach over EBL is that, on one hand, some domains may be incompletely specified for which EBL is not able to generate deductive proofs [Tadepalli, 1989, Duval, 1991]. On the other

hand, in complex domains EBL can become very inefficient with long deductive chains producing complex rules for situations that may seldom, if ever, be exactly repeated. Finally the localized character of the learned knowledge in EBL is a source for an increase of the control knowledge available to match and select from at decision making time.

While the discussion above provides direct motivation for this thesis research, the two learning methods are complementary rather than orthogonal in their learning abilities. It is beyond the scope of this thesis to thoroughly compare and study the integration of these two learning paradigms. On the contrary, this thesis demonstrates the validity of the analogical learning paradigm in particular in large and complex domains. However some empirical comparison can be drawn from the results in section 8.2.4. The future work section (see section 10.2) also discusses plausible directions for the integration of these two learning methods enlightened by this thesis research.

## 1.3 The thesis

Reasoning by analogy involves a set of challenging problems, namely how to accumulate episodic problem solving experience; how to define and decide when two problem solving situations are similar; how to organize large amounts of knowledge so that it may be retrieved efficiently; and finally the ultimate problem of how to successfully transfer chains of reasoning from previously solved problems to new ones when only a partial match exists among them (see Figure 1.5).

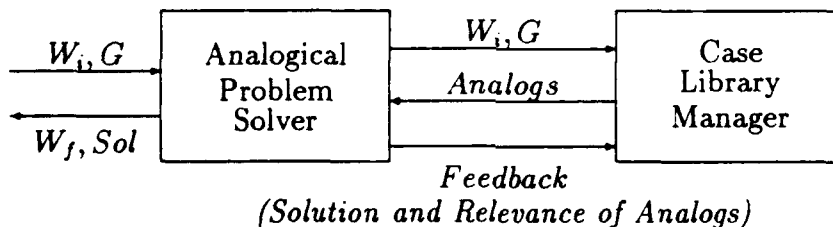
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- How to accumulate episodic problem solving experience? *What to preserve from the search tree?*
  - How to organize a large case library? *What are the appropriate indices?*
  - How to retrieve past experience efficiently? *What are similar problem solving situations?*
  - How to reuse a set of previously solved analogous problems? *What to transfer from partial matches?*
- 

**Figure 1.5:** *Challenges of analogical reasoning*

This thesis work addresses all these challenges and provides methods implemented successfully for large and complex planning problems in a diversity of domains. This

achievement is due mostly to the design of a fully and strongly integrated problem solving engine and case library memory manager. This novel integration allows the system to generate, store, retrieve, and replay past cases, i.e., derivational traces of past problem solving episodes automatically and efficiently. Learning occurs by accumulation and reuse of cases, and by tuning the indexing structure of the memory model to retrieve progressively more appropriate cases. On one hand search is reduced at the problem solving level by replaying past similar cases. On the other hand the system learns the relative relevance of the memory indices incrementally by interpreting the behavior of the problem solver replaying retrieved cases.

The problem solver and the case library manager communicate as shown in Figure 1.6, where  $W_i$  is the initial world,  $G$  is the goal to be achieved,  $W_f$  is the final world,  $Sol$  is the solution found, *Analog*s are the retrieved candidate similar cases, and *Feedback* represents both the new solved problem and information about the utility of the candidate analogs in reaching a solution.



**Figure 1.6:** *Synergy: problem solver and memory*

In a nutshell, in the integrated system designed and developed in this thesis, the problem solver has the ability (and mandate):

1. to ask the memory manager for advice on how to solve a problem, (i.e., guidance based on past experience, stored as annotated derivational traces),
2. to replay the past solutions received as analogs and create an annotated solution for the new problem based both on the guidance received from the memory manager, and on the domain theory available, and
3. to return to the memory manager both, information about the utility of the guidance received for creating the solution (i.e., the relevance of the retrieved cases), and the new justified case (a new annotated derivational trace).

Memory organization is in a closely coupled dynamic relationship with the problem solving engine. The memory manager has the ability (and mandate):

1. to search efficiently its case library for a set of cases solved in the past that adequately relate to the new problem presented by the problem solver,
2. to reorganize the memory indexing links , as a function of the feedback received from the problem solver on the utility, in solving the new problem, of the guidance provided by the retrieved cases.

The methodology followed in the thesis can be divided into two phases: (i) to develop the overall integrated system by designing one by one each of its constituents functional modules, and (ii) to validate empirically the implemented system in complex domains.

In the first phase I initially created a complete nonlinear problem solver that searches for the solution to a problem by performing means-ends analysis using the domain theory. I extended this base-level problem solver into an analogical reasoner with the capabilities to generate episodic justified derivational traces from its search experience, and to replay past similar problem solving episodes. I completed the analogical reasoning cycle by developing the algorithms for the organization and access to the case library. Clearly this incremental building methodology is a closed loop process where the development of each functional aspect may affect the other modules and contribute to their refinement.

In the second phase the goal is to validate the algorithms developed through extensive experiments in a diversity of domains including a complex one from the problem solving viewpoint. I explored the scaling up properties of the designed integrated learner and problem solver by generating and testing the system performance in a case library of more than 1000 cases.

### 1.3.1 Scientific contributions

This thesis has novel contributions in the three areas of machine learning, case-based reasoning, and planning.

## Contributions to Machine Learning

### Utility of partial match:

- *Learning from similar experience:* The thesis successfully demonstrates the utility of transferring problem solving experience in partially matched new situations.

- *Multi-case replay - from simple to complex problems:* In the thesis a solution to a new problem is constructed by merging multiple similar past cases. This method enables the learner to solve complex problems after being trained by simple problems.
- *Self-tuning memory organization:* The thesis also explores an incremental method to learn the relevance of the indexing features of the compiled experience. The memory is dynamically reorganized based on feedback from the problem solver on the utility of the guidance provided.

### **Extending the power of time-bounded problem solving:**

- *Speed-up factor ( $2\times$  -  $40\times$ ):* The problem solver is able to solve many problems more efficiently by analogy than by base search. The empirical results obtained in this thesis show cumulative speed-ups of up to a factor of 5.3 and individual speeds-up of approximately 40.
- *Pushing the solvability horizon:* An additional contribution to the speed-up experienced is the fact that many of the problems that are unsolved by the basic problem solver are solved by the analogical reasoner.

## **Contributions to Case-Based Reasoning**

**Spanning the gamut from CBR to general planning:** Previous CBR research efforts concentrated on developing efficient techniques for indexing, retrieving, and adapting problem solving episodes in special purpose environments. The thesis extends the gamut of CBR from special purpose memory managing techniques to wide general purpose problem solving and planning.

**Automatic identification of relevant memory indices:** The *foot-printing* algorithm designed and implemented in the thesis contributes to disambiguate the identification of which features of a world configuration are relevant to solving a given problem. These features are identified uniquely from the derivational trace of the particular problem solving search episode.

**Unifying multiple cases into replay mechanism:** To construct solutions to complex problems the thesis elaborates a sophisticated replay and reconstruction algorithm that merges multiple similar past cases guided by their individual annotated justification structures.



**Multiple indexing of cases:** A problem solving episode may be a collection of independent subparts that can be reused separately. The thesis presents an algorithm that efficiently partially orders a totally ordered problem solving episode by using the dependency structure of the plan produced by the problem solver. The connected components of the resulting partially ordered graph identify the independent subparts of the complete case and the corresponding sets of interacting goals which are used to multiply index the case into its independently reusable fragments.

**Scale up in the size of the case library:** The thesis provides empirical validation of the algorithms developed for the memory organization and analogical problem solving within a large case library of more than 1,000 elaborated cases in a complex domain.

**Full automation throughout:** The thesis consists of a fully automated framework for the complete cycle of analogical problem solving, namely for case generation, storage, retrieval, and replay.

## Contributions to Planning

**Nonlinear planner generates cases as derivational traces:** The thesis includes the design and implementation of a nonlinear problem solver that reasons about totally ordered plans and is complete as it can interleave goals and subgoals at any search depth. This problem solver generates derivational traces, i.e., cases to be stored, annotating successes and failures from its episodic search experience.

**Mutually recursive analogical replay and base-level planner:** The analogical problem solver can recursively plan by adapting a set of similar plans, and plan by searching from the domain theory.

**Generality of planner:** The analogical planner is domain independent and hence is a general purpose problem solver. It runs in multiple domains, and of realistic size.



# Chapter 2

## Overview

*What is the coherence of the overall thesis?*

In the subsequent chapters of this thesis I describe in detail the algorithms developed for each one of the submodules of the overall system. However all those individual components are tied together by a unique coherent idea. In this chapter I illustrate the complete analogical reasoning cycle with a simple example overviewing the full system to clarify the way in which the different modules correlate and communicate. The chapter terminates with a comprehensive reader's guide for the remainder of the thesis.

The exemplary problems are taken from a logistics transportation domain. In this domain, packages are to be moved among different cities. Packages are carried within the same city in trucks and between cities in airplanes. At each city there are several locations, e.g., post offices and airports. The complete description of this domain is provided in appendix A. The problems used in this example are simple for the sake of a clear illustration of the overall reasoning process, but PRODIGY/ANALOGY was tested with problems involving up to 20 goals, over 100 literals in the initial state, and over 200 decisions-long solutions.

The example starts with an empty case library. The initial problems are solved by the base-level problem solver using the available domain theory and stored in the case library as indexed annotated cases. After some problems are stored in the case library, the example shows a new problem solved by analogy with previous similar ones. Two analogous problems are retrieved from memory and replayed to achieve a solution to the new problem. This new solved problem is stored into memory and the cycle repeats for each new problem proposed to the problem solver.

## 2.1 Automatic case generation

This section shows how a problem is defined, how the base problem solver searches for a solution and generates a case from the derivational trace of the problem solving search episode.

### 2.1.1 Defining a problem

Consider a problem where an object is at a post office and the goal is to have it inside of a truck located in the same city as the object. The truck is at the city's airport. The solution to this problem is to drive the truck from the airport to the post office and then load the object into the truck. I show below how the planner searches successfully for a solution to this simple problem. The system generates a case to store in memory from the derivational trace of the corresponding problem solving episode.

Figure 2.1 shows an illustration of the problem with a description of the initial state and goal statement as they are specified to the problem solver. The specific instances of the world configuration are organized in classes in a type hierarchy (see appendix A). Figure 2.1 (a) shows that, in this problem, there are two objects (or packages), ob4 and ob7, one truck tr9, and one airplane pl1. There is one city c3 where there is a post office p3 and an airport a3. Figure 2.1 (b) describes the initial state where ob4 is at the post office p3, ob7 is at the airport a3, at which there are also both carriers, tr9 and pl1. The goal, as shown in Figure 2.1 (c), is to have object ob4 inside of the truck tr9.

(has-instances	(state (and	(goal
(OBJECT ob4 ob7)	(at-obj ob4 p3)	(inside-truck ob4 tr9))
(TRUCK tr9)	(at-obj ob7 a3)	
(AIRPLANE pl1)	(at-airplane pl1 a3)	
(AIRPORT a3)	(at-truck tr9 a3)	
(POST-OFFICE p3)	(same-city a3 p3)))	
(CITY c3))		
(a)	(b)	(c)

**Figure 2.1:** Example problem ex1: (a) class distribution of instances, (b) initial state, (c) goal statement

For illustration purposes, Figure 2.2 introduces two operators of this logistics transportation domain that are relevant to solving the given problem. Operators are defined as a list of preconditions necessary to be true in the state before the operator can be applied, and a list of changes to be performed to the state when the operator is applied. The operator LOAD-TRUCK specifies that an object can be loaded into a truck

if the object and the truck are at the same location, and the operator DRIVE-TRUCK states that a truck can move freely between locations within the same city.

<pre>(OPERATOR LOAD-TRUCK  (params ((&lt;obj&gt; OBJECT)           (&lt;truck&gt; TRUCK)           (&lt;loc&gt; LOCATION)))  (preconds   (and    (at-obj &lt;obj&gt; &lt;loc&gt;)    (at-truck &lt;truck&gt; &lt;loc&gt;)))  (effects   ((add (inside-truck &lt;obj&gt; &lt;truck&gt;))    (del (at-obj &lt;obj&gt; &lt;loc&gt;)))))</pre>	<pre>(OPERATOR DRIVE-TRUCK  (params ((&lt;truck&gt; TRUCK)           (&lt;loc-from&gt; LOCATION)           (&lt;loc-to&gt; LOCATION)))  (preconds   (and    (at-truck &lt;truck&gt; &lt;loc-from&gt;)    (same-city &lt;loc-to&gt; &lt;loc-from&gt;)))  (effects   ((add (at-truck &lt;truck&gt; &lt;loc-to&gt;))    (del (at-truck &lt;truck&gt; &lt;loc-from&gt;)))))</pre>
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Figure 2.2: Operators LOAD-TRUCK and DRIVE-TRUCK

### 2.1.2 Problem solving run

The problem solver uses a backward chaining means-ends analysis search procedure with full subgoal interleaving. Figure 2.3 shows the problem solving trace as the sequence of decisions made during the search to try to achieve the final goal. When different alternatives are available the problem solver chooses randomly among them which one to pursue further. The trace is a sequence of goal choices followed by operator choices followed occasionally by applying operators to the state when their preconditions are true in that state and the decision for immediate application is made. It may be confusing initially to differentiate between goal predicates and the names of the instantiations of the operators. To make this task easier, I chose operator names that are derived from verbs and goal predicates names that are derived from prepositions. Therefore (load-truck ob4 tr9 a3) refers to the operator LOAD-TRUCK with instantiated values ob4 for the object variable <obj>, tr9 for the truck variable <truck>, and a3 for the location variable <loc> (see Figure 2.2). On the other hand, (inside-truck ob4 tr9) is a goal literal that unifies with "inside-truck" effect of the operator LOAD-TRUCK.

In the trace, the operators applied are written in upper case. The steps are numbered for each particular search path. Each step further has a tn number that tells the chronological order of the search expansion of that step. When a failure is encountered, the problem solver has a simple backtracking strategy that guarantees the completeness of its search procedure. This example illustrates two instances of chronological backtracking, i.e., upon failure, the problem solver returns to its last

choice point in its current search path, and pursues the search from there with another alternative (e.g., a different operator, a different variable instantiation, or a different goal ordering).

According to the domain as specified in Figure 2.2, there are two instantiated operators that are *relevant* to the given goal, i.e., (inside-truck ob4 tr9) unifies with the effect (inside-truck <obj> <truck>) of the operator LOAD-TRUCK, namely with instantiations <load-truck ob4 tr9 p3> and <load-truck ob4 tr9 a3>. The object ob4 can be loaded into the truck tr9 either at the post office p3 or at the airport a3. Step 4 of the trace in Figure 2.3 shows these two alternatives. Node tn4 at that step 4 shows that initially the alternative of loading the truck at the airport a3 is pursued.

```

<cl> (airun-prob 'ex1)
*****
Solving the problem ex1:
Initial state :
  ((at-obj ob4 p3) (at-truck tr9 a3)
   (same-city a3 p3))
Goal statement: (inside-truck ob4 tr9)
*****
Starting a search path

1. tn1 (done)
2. tn2 (*finish*)
3. tn3 (inside-truck ob4 tr9)
4. tn4 (load-truck ob4 tr9 a3)
   ops-left: ((load-truck ob4 tr9 p3))
5. tn5 (at-obj ob4 a3)
6. tn6 (unload-airplane ob4 pl1 a3)
   ops-left: ((unload-truck ob4 tr9 a3))
7. tn7 (inside-airplane ob4 pl1)
8. tn8 (load-airplane ob4 pl1 a3)

FAILURE - goals in loop:
  ((at-obj ob4 a3))
*****
Starting a new search path

1. tn1 (done)
2. tn2 (*finish*)
3. tn3 (inside-truck ob4 tr9)

4. tn4 (load-truck ob4 tr9 a3)
   ops-left: ((load-truck ob4 tr9 p3))
5. tn5 (at-obj ob4 a3)
6. tn9 (unload-truck ob4 tr9 a3)
***

FAILURE - goals in loop:
  ((inside-truck ob4 tr9))
*****
Starting a new search path

1. tn1 (done)
2. tn2 (*finish*)
3. tn3 (inside-truck ob4 tr9)
4. tn10 (load-truck ob4 tr9 p3)
***
5. tn11 (at-truck tr9 p3)
6. tn12 (drive-truck tr9 a3 p3)
7. TH13 (DRIVE-TRUCK TR9 A3 P3)
8. TH14 (LOAD-TRUCK OB4 TR9 P3)
9. TH15 (*FINISH*)

*****
This is the solution found:

  (DRIVE-TRUCK tr9 a3 p3)
  (LOAD-TRUCK ob4 tr9 p3)
  (*FINISH*)

nil
<cl>

```

Figure 2.3: Problem solving running trace

While pursuing this alternative, the problem solver subgoals on putting the object at the airport where the truck is, as shown in node tn5. An object can be put at an airport either by unloading it from an airplane or from a truck, as specified in the domain knowledge (see appendix A). Pursuing the choice of unloading the airplane, the problem solver finds again the need to subgoal on the goal (at-obj

ob4 a3) that is already chosen in the search path at node tn5 and not achieved yet. This corresponds to a goal loop and the problem solver detects a failure. Without knowledge of the reason for the failure, the problem solver backtracks chronologically and tries again unsuccessfully to unload ob4 at the airport from a truck, as shown in node tn9. The solution is finally encountered when the problem solver chooses the correct alternative of loading the truck tr9 at the post office p3, where the object ob4 is located. It first drives truck tr9 from the airport a3 to p3. Nodes tn10 through tn15 show this sequence of decisions.<sup>1</sup>

The next step consists of showing how a problem solving episode is converted into a storable *case* to be reused in future similar problem solving situations guiding the problem solver through its search space. As it will be later presented, the case captures the reason for earlier failure as well as the success path.

### 2.1.3 Justification structure

While generating a solution to a problem, the problem solver accesses a large amount of knowledge that is not explicitly present in the final plan returned, such as the subgoal links among the different steps. The problem solving process is a largely unguided search for a solution where different alternatives are generated and explored, some failing and others succeeding.

The purpose of solving problems by analogy is to reuse past experience to guide the generation of the solution for new problems, avoiding a completely new search effort. Transformational analogy [Carbonell, 1983] and most CBR systems (as summarized in [Riesbeck and Schank, 1989]) replay past solutions by modifying (*tweaking*) the retrieved final solution plan as a function of the differences recognized between the past and the current new problem without consideration of subgoal structure or other decisions processed at original problem solving time. However, when the solution is constructed during the original problem solving episode, local and global reasons for search decisions are naturally accessible. A final solution represents a sequence of operations that corresponds only to a particular successful search path.

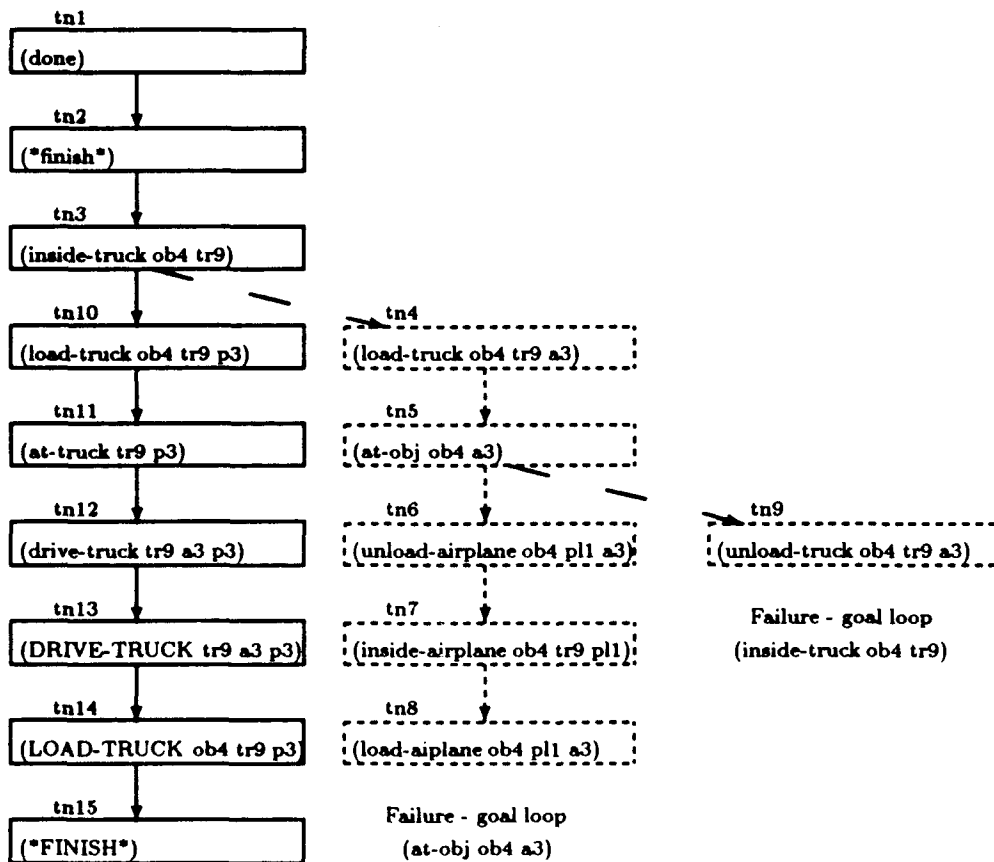
Derivational analogy aims at capturing that extra amount of knowledge present at search time, by compiling the justifications at each decision point and annotating these at the different steps of the successful path. When replaying a solution, the

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<sup>1</sup>It is worth noticing that the problem solver can use efficient methods, like dependency-directed backtracking, to significantly reduce the search effort of its means-ends analysis cycle [Blythe and Veloso, 1992]. These methods in general do not capture domain specific control knowledge such as goal interactions, and the machine learning approaches developed for problem solving automate the process of acquiring that knowledge. In principle, best performance should be obtained by a combination of these synergistic methods.

derivational analogy engine reconstructs the reasoning process underlying the past solution. Justifications are tested to determine whether modifications are needed, and when they are needed, justifications provide constraints on possible alternative search paths. In essence, derivational analogy can benefit from past successes, failures, and interactions.

Returning to the example, the problem solving trace of Figure 2.3 can also be represented as an or-tree as shown in Figure 2.4. The search nodes corresponding to the solution found are the solid rectangles while the dashed ones represent the other nodes explored that led to failures. The node numbering represents the order of search expansion corresponding to the trace in Figure 2.3.



**Figure 2.4:** The search episode of Figure 2.3 represented as a search tree - the numbering of the nodes shows the order of expansion

Figure 2.5 shows the case generated from the problem solving episode shown in Figure 2.3. The entire search tree is not stored in the case, but only the annotated



decision nodes of the final successful path. The subgoal structure and the record of the failures are annotated at the nodes of the solution path. Each goal is a precondition of some operator and each operator is chosen and applied because it is relevant to some goal that needs to be achieved. The alternatives that are explored and failed are stored with an attached reason of failure.

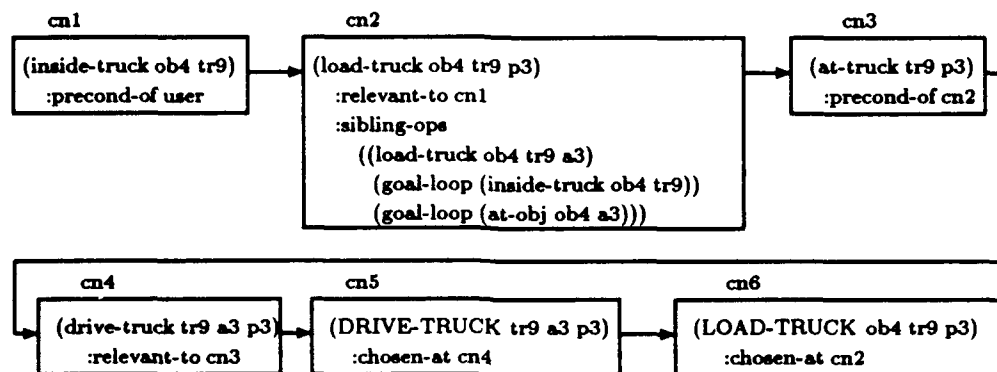


Figure 2.5: The resulting generated case

As an example, node cn2 corresponds to the search tree node tn10 (see Figure 2.4). This search node has a sibling alternative tn4 which was explored and failed. The failed subtree rooted at tn4 has two failure leaves, namely at tn8 and tn9. These failure reasons that support the choice of right step at node tn10 are annotated at the case node cn2. At replay time these justifications are retested and early pruning of alternatives, reducing therefore the future search effort.

In summary, automatic case generation occurs by extending the general problem solver with the ability to introspect into its internal decision cycle, recording the justifications for each decision during its extensive search process. Examples of these justifications are: links between choices capturing the subgoal structure, records of explored failed alternatives, and pointers to applied control knowledge. A case, i.e., a stored problem solving episode, consists of the solution trace augmented with these annotations.

## 2.2 Automatic case storage

The episodic problem solving experience captured in a case is stored into a library of cases. One of the important issues to address in organizing the case library is the issue of identifying the appropriate features to use as indices for the cases. The immediate indices are the initial state description and the goal statement, as a problem

is directly identified by these. In this section the example is pursued to show how a case corresponding to a particular solution found is indexed by its goal and by the features of the initial state that are relevant to the solution.

### 2.2.1 Foot-printing the initial state

It is a well recognized difficulty to to identify the *relevant* features of a world configuration with respect to achieving a particular goal. The example shows the approach I develop to *foot-print* the set of features of the initial state as a function of the goal statement and of the particular solution encountered.

By following the subgoalting links in the derivational trace of the solution path, the system identifies for each goal the set of *weakest preconditions* necessary to achieve that goal. It creates recursively the *foot-printed* state until the initial state is reached for the goal statement, by doing a goal regression for the goal conjuncts, i.e., projecting back each goal's weakest preconditions into the literals in the initial state. The literals in the initial state are categorized according to the goal conjunct that employed them in its solution. Goal regression acts as an immediate episodic explanation of the successful path.

```
((at-obj ob4 p3) (inside-truck ob4 tr9))
((at-truck tr9 a3) (inside-truck ob4 tr9))
((same-city a3 p3) (inside-truck ob4 tr9))
((at-obj ob7 a3) nil)
((at-airplane p11 a3) nil))
```

**Figure 2.6:** The foot-printed initial state for the problem *ex1* corresponding to the case shown in Figure 2.3

Figure 2.6 shows the foot-print of the initial state for the example problem. It shows a list of the literals in the initial state each one associated with the goals that it contributed to achieve. Note that the package *ob7* and the airplane *p11* are not in the foot-print of *(inside-truck ob4 tr9)* as they are not in its subgoalting chain (represented in the figure as *nil*).

### Parameterizing the situation

In order to allow transfer between different instances of the same classes of objects, the goal is parameterized as an index to the case. The instances in the episodic case are substituted by variables of the same class. The instances used in the foot-printed initial state are also parameterized. The case is indexed through its goal and the

foot-printed initial state. A case header records the substitution from the instances to variables.

Figure 2.7 sketches the contents of the memory after the case of Figure 2.5 has been stored. Variables are in brackets and their prefix identifies the class the variables belong to: *p* stands for package (or object), *t* stands for truck, *po* for post office, *ap* for airport, and *a* for airplane. Each memory node is identified by a name, in particular **state-1** for the node in Figure 2.7. The memory nodes point to the case stored. In this example the solution to the problem **ex1** is stored in a case designated **case-ex1-2**.<sup>2</sup>

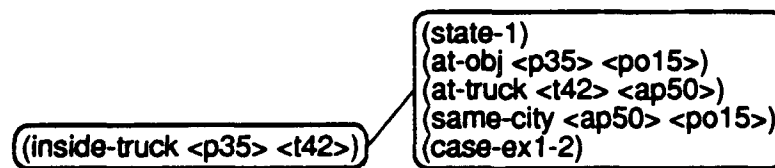


Figure 2.7: Contents of the case library after storing problem **ex1**

The parameterized goal (**inside-truck** <p35> <t42>) is the top level index for the case. This goal index points to a discrimination network that contains the foot-printed initial state to index the case (the case in this example is named **case-ex1-2**). The substitution ((<p35> . ob4) (<t42> . tr9) (<po15> . p3) (<ap50> . a3)) is generated when parameterizing the problem solving situation.

To show the role of the discrimination network for the initial state, I consider a sequence of three additional problems. The next problem is another simple one-goal problem and the next subsection shows two additional two-goal problems. I skip the case generation details for these problems and concentrate on showing the contents and indices of the case library after the corresponding cases are stored.

### 2.2.2 Introducing into memory another one-goal case

Consider the problem **ex2** in Figure 2.8 where an object **ob2** must be inside of an airplane **p17**. The object is initially at an airport **a5** ready to be loaded into the airplane. The airplane is at a different airport **a11**.

As the object is already at an airport the solution to this problem is to fly the airplane into the airport where the object is at, namely **a5** and then load the object into the airplane. The search space that the problem solver explores to find this solution could involve considering moving the object first to the airplane's location if

<sup>2</sup>See Figure 5.15 for a schematic description of the memory indexing.

<pre>(has-instances  (OBJECT ob2)  (TRUCK tr1)  (AIRPLANE pl7)  (AIRPORT a5 a11)  (POST-OFFICE p5)  (CITY c5 c11))</pre>	<pre>(state (and  (at-obj ob2 a5)  (at-airplane pl7 a11)  (same-city a11 p11)  (same-city a5 p5)))</pre>	<pre>(goal  (inside-airplane ob2 pl7))</pre>
(a)	(b)	(c)

**Figure 2.8:** Example problem ex2: (a) class distribution of instances, (b) initial state, (c) goal statement

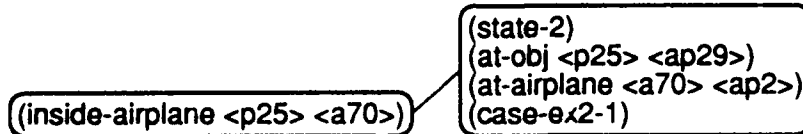
there were more airplanes available. The domain theory does not restrict the problem solver from exploring this hypothesis. In fact this could be the more efficient solution to the problem in a more complex situations with more airplanes and more packages to reallocate.

Figure 2.9 (a) shows the solution returned for this problem while Figure 2.9 (b) shows the foot-printed initial state.

<pre>:solution '(  (fly-airplane pl7 a11 a5)  (load-airplane ob2 pl7 a5)  (*finish*))</pre>	<pre>:state-goal '(  ((at-obj ob2 a5) (inside-airplane ob2 pl7))  ((at-airplane pl7 a11) (inside-airplane ob2 pl7))  ((same-city a11 p11) nil)  ((same-city a5 p5) nil))</pre>
(a)	(b)

**Figure 2.9:** Problem ex2: (a) solution, (b) foot-printed initial state

The memory is expanded with one more case. Figure 2.10 shows the indexing of this new case. The contents of the new memory node **state-2** is the foot-printed initial state of the solution.



**Figure 2.10:** Additional contents of the case library after problem ex2

### 2.2.3 Storing in memory two additional two-goal problems

The problems below illustrate how the storage mechanism handles multiple-goal problems. (The details of the case generation are skipped once again.)

Figure 2.11 shows a two-goal problem where one object ob10 must be taken to an airport a5, as represented in the goal conjunct (at-obj ob10 a5) and another object ob11 must be inside of the truck tr5, as represented in the goal conjunct (inside-truck ob11 tr5).

(has-instances	(state (and	(goal (and
(OBJECT ob10 ob11)	(at-obj ob11 p6)	(at-obj ob10 a5)
(TRUCK tr4 tr5 tr6)	(at-truck tr6 a6)	(inside-truck ob11 tr5)))
(AIRPLANE pl30)	(inside-truck ob10 tr4)	
(AIRPORT a5 a6)	(at-truck tr4 p5)	
(POST-OFFICE p5 p6)	(at-truck tr5 a5)	
(CITY c5 c6))	(at-airplane pl30 a6)	
	(same-city a6 p6)	
	(same-city a5 p5)))	
(a)	(b)	(c)

Figure 2.11: Example problem ex3: (a) class distribution of instances, (b) initial state, (c) goal statement

Figure 2.12 (a) shows the solution encountered for this problem while Figure 2.12 (b) shows the foot-printed initial state.

:solution '(	:state-goal '(
(drive-truck tr4 p5 a5)	((inside-truck ob10 tr4) (at-obj ob10 a5))
(unload-truck ob10 tr4 a5)	((at-obj ob11 p6) (inside-truck ob11 tr5))
(drive-truck tr6 a6 p6)	((at-truck tr5 a5) (inside-truck ob11 tr5))
(load-truck ob11 tr6 p6)	((at-truck tr4 p5) (at-obj ob10 a5))
(drive-truck tr6 p6 a6)	((at-truck tr6 a6) (inside-truck ob11 tr5))
(unload-truck ob11 tr6 a6)	((same-city p5 a5) (at-obj ob10 a5))
(load-airplane ob11 pl30 a6)	((same-city a6 p6) (inside-truck ob11 tr5))
(fly-airplane pl30 a6 a5)	((at-airplane pl30 a6) (inside-truck ob11 tr5)))
(unload-airplane ob11 pl30 a5)	
(load-truck ob11 tr5 a5)	
(*finish*))	
(a)	(b)

Figure 2.12: Problem ex3: (a) solution, (b) foot-printed initial state

In order to efficiently store and reuse large complex multi-goals problems the system identifies the independent subparts of a problem solving experience. This allows a solution to be reused for its independent subparts. I develop an algorithm that partially orders the solution by analyzing the dependencies among the plan steps. The connected components of the partially ordered plan determine the set of interacting goals. Figure 2.13 shows the resulting partial order for the solution in Figure 2.12. The nodes represent the plan steps now partially ordered with respect to

each other based on precondition dependencies. The nodes labeled *s* and *f* correspond to the start and finish plan steps respectively and are not considered when determining the connected components of the graph.

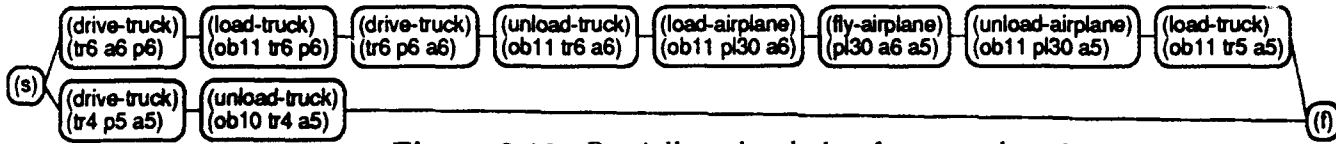


Figure 2.13: Partially ordered plan for example **ex3**

Figure 2.13 shows that the two goals of problem **ex3** do not interact as the plan steps required to achieve each goal individually are in different connected components of the partially ordered plan (steps *s* and *f* excluded).

In particular the object *ob10* is initially inside of the truck *tr4*. This truck is driven from the post office *p5* to the airport *a5* and *ob10* is unloaded at this airport which is the object's goal destination. The partially ordered solution shows that the two steps (*drive-truck tr4 p5 a5*) and (*unload-truck ob10 tr4 a5*) do not interact with the additional plan steps necessary to achieve the other goal conjunct (*inside-truck ob11 tr5*).

The case is stored in memory indexed by the two independent goals. Figure 2.14 shows the part of the case library that is changed after the problem **ex3** is solved and stored into memory.

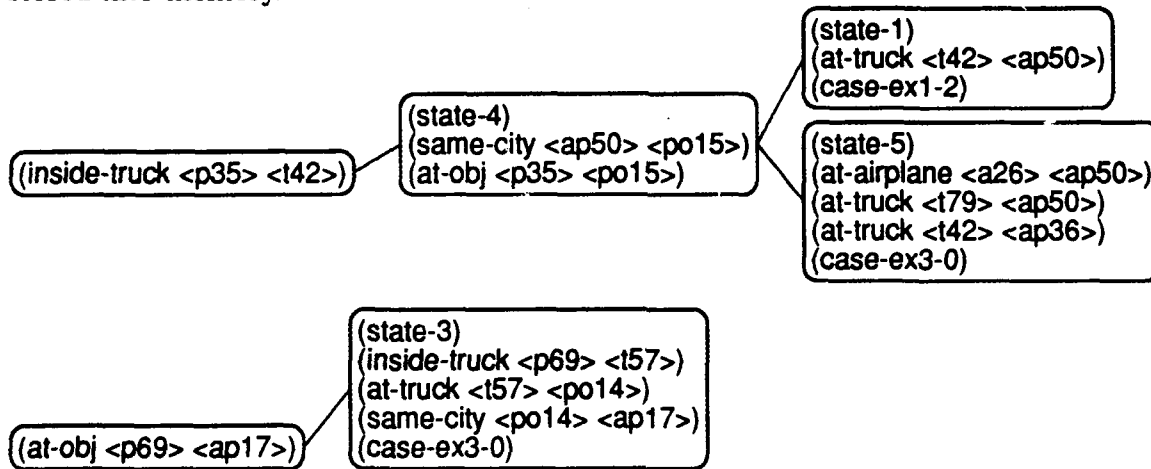


Figure 2.14: Contents of the case library related to the new stored problem **ex3**

The discrimination network that stores the foot-printed initial state is indexed by the goals that are independent.

Note that before the problem **ex3** is incorporated into the case library, the network indexed by the goal **(inside-truck <p35> <t42>)** is as represented in Figure 2.7. The foot-printed initial state of problem **ex3** for the goal **inside-truck**, as shown in Figure 2.12 (b), matches part of the foot-printed initial state stored in memory. Namely it matches the subset **(at-obj <p35> <po15>) (same-city <ap50> <po15>)**. This subset of literals is common to both problems **ex1** and **ex3** and becomes the root of the discrimination network, at node **(state-4)**. The remaining two other nodes, namely **(state-1)** and **(state-5)** store the differences between the initial states of the two problems.

### An additional two-goal problem

The following additional example illustrates the situation where again two independent conjunctive goals are solved but the memory is reorganized in a different way. Figure 2.15 shows a problem situation similar to the one in problem **ex3**, where the goals are the same but the initial location of one of the objects, **ob11** is different.

<b>(has-instances</b>	<b>(state (and</b>	<b>(goal (and</b>
<b>(OBJECT ob10 ob11)</b>	<b>(inside-truck ob11 tr6)</b>	<b>(at-obj ob10 a5)</b>
<b>(TRUCK tr4 tr5 tr6)</b>	<b>(at-truck tr6 a6)</b>	<b>(inside-truck ob11 tr5)))</b>
<b>(AIRPLANE pl30)</b>	<b>(inside-truck ob10 tr4)</b>	
<b>(AIRPORT a5 a6)</b>	<b>(at-truck tr4 p5)</b>	
<b>(POST-OFFICE p5 p6)</b>	<b>(at-truck tr5 a5)</b>	
<b>(CITY c5 c6))</b>	<b>(at-airplane pl30 a6)</b>	
	<b>(same-city a6 p6)</b>	
	<b>(same-city a5 p5)))</b>	
(a)	(b)	(c)

Figure 2.15: Example problem **ex4**: (a) class distribution of instances, (b) initial state, (c) goal statement

For the purpose of illustrating the memory organization and indexing ignore whether the problem is solved by the basic problem solver or by analogical reasoning and consider simply that a solution to the problem was reached. Figure 2.16 (a) shows this solution, from whose derivational trace the foot-printed initial state is derived, as shown in Figure 2.16 (b).

Each literal is annotated with the goal it contributes to achieve. In particular the literal **(same-city a6 p6)** is not used to achieve either of the goals. In fact the truck **tr6** is initially at the airport and does not need to drive among locations in the city. Therefore no information is used about city **c6**'s airport **a6** and post office **po6**.

Figure 2.17 shows the partially ordered solution found. Again, the two goals do not interact as the plan that achieves them is separated into two distinct connected components.

<code>:solution '(</code>	<code>:state-goal '(</code>
<code>(unload-truck ob11 tr6 a6)</code>	<code>((inside-truck ob10 tr4) (at-obj ob10 a5))</code>
<code>(load-airplane ob11 pl30 a6)</code>	<code>((inside-truck ob11 tr6) (inside-truck ob11 tr5))</code>
<code>(drive-truck tr4 p5 a5)</code>	<code>((at-truck tr5 a5) (inside-truck ob11 tr5))</code>
<code>(unload-truck ob10 tr4 a5)</code>	<code>((at-truck tr4 p5) (at-obj ob10 a5))</code>
<code>(fly-airplane pl30 a6 a5)</code>	<code>((at-truck tr6 a6) (inside-truck ob11 tr5))</code>
<code>(unload-airplane ob11 pl30 a5)</code>	<code>((same-city p5 a5) (at-obj ob10 a5))</code>
<code>(load-truck ob11 tr5 a5)</code>	<code>((at-airplane pl30 a6) (inside-truck ob11 tr5))</code>
<code>(*finish*))</code>	<code>((same-city a6 p6) nil))</code>
(a)	(b)

Figure 2.16: Problem ex4: (a) solution, (b) foot-printed initial state



Figure 2.17: Partially ordered plan for example ex4

Each discrimination network for the initial state indices is top-level indexed by the set of goals shared by all the cases indexed by it. The case **ex4** is indexed separately by the two goals. The foot-printed initial state relevant to the goal **inside-truck** is incorporated into the discrimination network that is already present in the library indexed by this goal. This time however the initial state does not match the initial states of the two previously solved and stored problems **ex1** and **ex3**. Figure 2.18 shows the resulting memory organization with the new state node, (state-6).

Finally note that the problem **ex3** and **ex4** match totally with respect to the other goal solved, (at-obj <p69> <ap17>). The system identifies the case *more interesting*, i.e., more useful for reuse purposes and stores only that one. In a nutshell, given two structurally identical cases, the case that corresponds to a shorter solution, or that explored more nodes from the search space, is potentially more useful for the replay mechanism. In this example the problem solving episode for problem **ex4** is found more interesting and this case is indexed instead of **case-ex3-0**.

## 2.3 Automatic case retrieval

Consider that the case library consists now of the four problems **ex1**, **ex2**, **ex3**, and **ex4** solved and stored as shown in Figure 2.18 and Figure 2.10. The remainder of this example illustrates the retrieval and replay mechanisms. Consider the problem



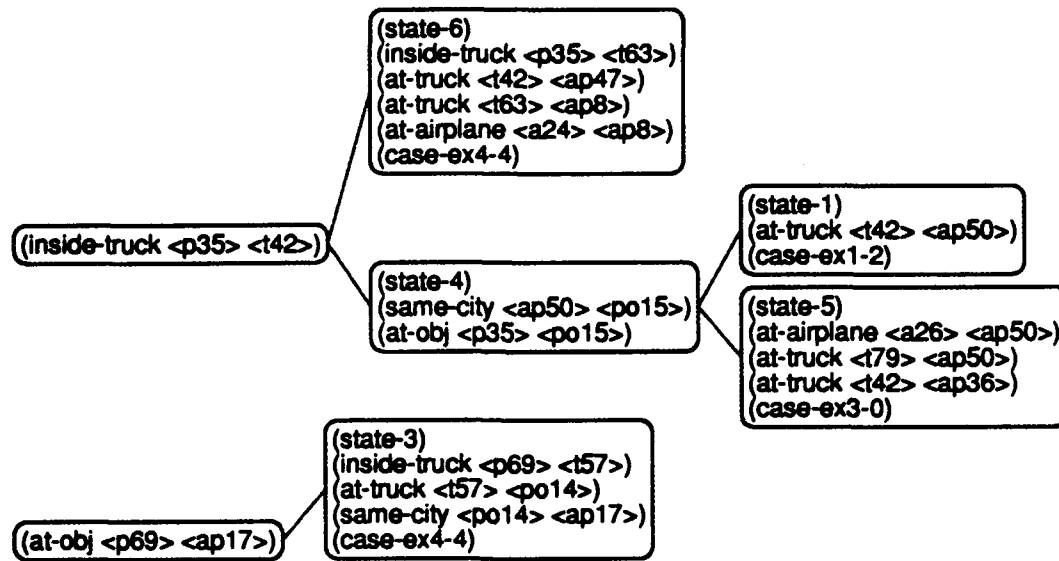


Figure 2.18: Case library after example ex4

situation given in Figure 2.19.

(has-instances	(state (and	(goal (and
(OBJECT ob2 ob4)	(at-obj ob4 p5)	(inside-airplane ob2 p17)
(TRUCK tr9)	(at-truck tr9 p5)	(inside-truck ob4 tr9)))
(AIRPLANE p17)	(inside-truck ob2 tr9)	
(AIRPORT a5 a11)	(at-airplane p17 a11)	
(POST-OFFICE p5 p11)	(same-city a11 p11)	
(CITY c5 c11))	(same-city a5 p5)))	
(a)	(b)	(c)

Figure 2.19: Example problem mult1: (a) class distribution of instances, (b) initial state, (c) goal statement

Figure 2.20 shows the output of the retrieval procedure for problem mult1. Problems ex1 and ex2 are returned as the two similar problem solving situations in memory to guide respectively the goal (inside-truck ob4 tr9) and (inside-airplane ob2 p17).

Each goal is associated with a guiding past case retrieved as similar to the present situation according to a role substitution match. The three numbers that follow capture the similarity value between the new and past situations. The goal is associated with the state network that points to the similar case.

```

<cl> (retrieve-analogs 'mult1)

Analogous to prob mult1:
(((inside-airplane ob2 pl7) case-ex2-1
  (((<p25> . ob2) (<a70> . pl7) (<ap2> . a11))
    1 0.5 2 "state-net-2"))
 ((inside-truck ob4 tr9) case-ex1-2
  (((<p35> . ob4) (<t42> . tr9) (<po15> . p5))
    1 0.33333334 2 "state-net-1")))
nil
<cl>

```

Figure 2.20: Retrieving analogous past situations for problem *mult1*

The analogical reasoner requests from the case library similar past situations. The retrieval strategy is based on searching for the same interacting goals followed by incrementally searching for a substitution that satisfies a pre-established matching degree. The past cases are stored with instances generalized to variables of the same class. When a case is retrieved as similar to a new situation, the partial match found between the old and new situations defines partial bindings to the variablized past case.

## 2.4 Automatic case replay

Figure 2.21 sketches the reconstruction solution process for problem *mult1* guided by the two past cases *ex1* and *ex2*. The new situation is shown at the center of the figure and the two past guiding cases on its left and right.

The new problem to be solved consists of a two-conjunct goal, namely to load an object *ob4* into a truck *tr9* and to load another object *ob2* into an airplane *p17*. The retrieval procedure returns the two past cases *ex1* and *ex2* each partially matching one of the goal conjuncts. The figure shows the guiding cases already with the variables substituted by the matching bindings. The case represented on the left, namely the case to solve problem *ex1*, corresponds to the situation where an object was also to be loaded into a truck. However this truck was at the airport of the city and not at the post office. The case represented on the right, namely the case to solve problem *ex2*, corresponds to a situation where an object is to be loaded into an airplane and the object is already at the airport.

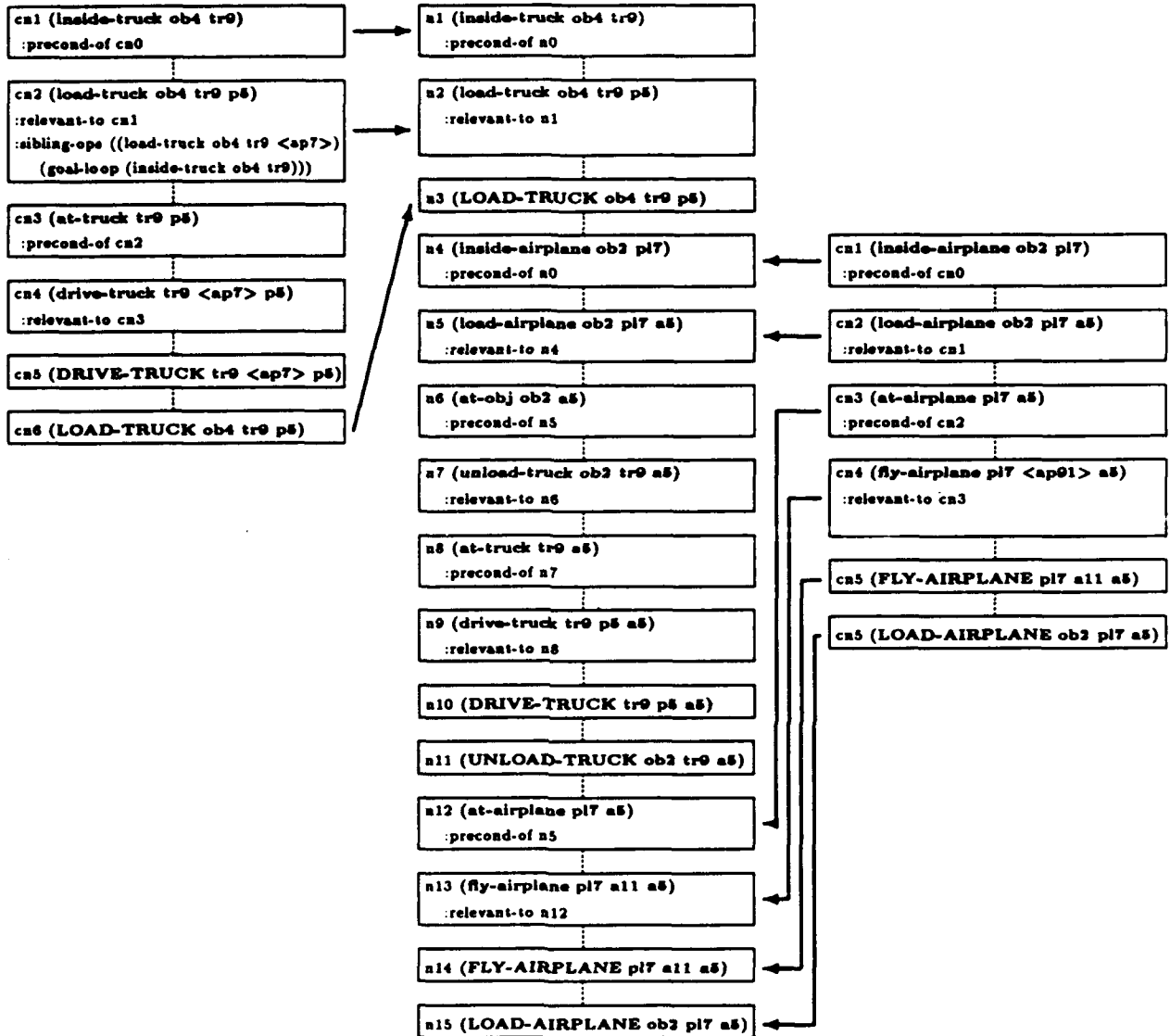


Figure 2.21: Following multiple cases - Serial merging during derivational replay

The transfer occurs by interleaving the two guiding cases and performing any additional work needed to accomplish remaining subgoals. Record of past failures helps pruning alternatives ahead. In particular, the case nodes cn3 through cn5 of the left case are not reused, as there is a truck already at the post office in the new problem. On the other hand, the nodes n6 through n11 correspond to unguided additional planning work done in the new case, as the object ob2 needs to be brought

to the airport a5.

Finally notice that, at node n2, the replay mechanism prunes out an alternative possible suitable operator, namely to load the truck at any airport, because of the recorded past failure at the node cn2 from the left case. The recorded reason for that failure, namely a goal-loop for the goal (inside-truck ob4 tr9), holds again in the new situation, as that goal is in the current set of open goals, at node n1.

The subgoal structure stored at the past cases defines which case should be followed next. (In this example the cases are serially merged to make this overview presentation simple. Chapter 7 discusses several other merging strategies that are used and explored in the thesis.) In particular, for the exploratory merging strategy used in the extensive experiments, when there is no knowledge specifying which case to follow, the replay mechanism arbitrarily decides on the case to pursue. The empirical tests (see chapter 8) show interestingly that the random behavior allows innovative merging of past cases leading to solutions of a better quality in several situations.

### Storing the new solved problem into memory

The storage method applies now to this new problem solved by analogy. The independent subparts of the case are identified by the algorithm that partially orders the case. Figure 2.22 shows the output of this algorithm. The graph shows only one connected component which means that the two goals interact and are not independent with respect to this particular solution constructed. This is the situation because the resources are shared, namely the truck tr9 and the airplane p17.

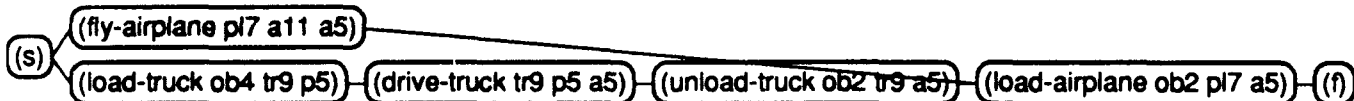


Figure 2.22: Partially ordered plan for example mult1

Figure 2.23 represents the case as it is stored in memory in a separate discrimination network indexed by the conjunction of the two interacting goals.

The system is ready to restart the process again. When new problems are proposed to the problem solver, the retrieval procedure searches the case library for similar past situations, the extended analogical problem solver replays the retrieved cases and generates the case to be stored from its problem solving episode. The new case is indexed by the set of interacting goals and by the relevant initial state and stored into the case library.

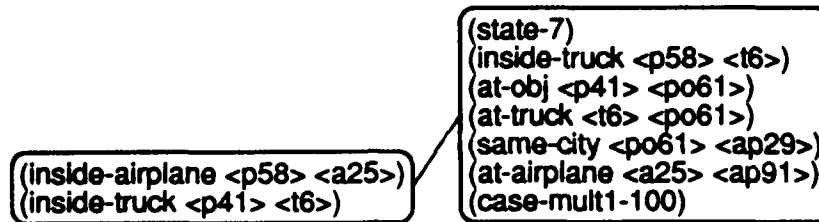


Figure 2.23: Memory after example mult1

## 2.5 Summary of the example

This example run illustrates the different phases of the analogical reasoner, to wit:

- A problem is given to the system to be solved. The problem solver generates a case from the problem solving experience by annotating it with the justifications for the decisions made during the search process.
- To store a generated case the system identifies the foot-printed initial state, i.e., the relevant literals of the initial state that contributed to the achievement of the different goals.
- Furthermore, by partially ordering the solutions for multiple-goal problems, the independent subparts of the cases are determined and the corresponding sets of interacting goals are used to index the case.
- When a new problem is proposed to the system the problem solver retrieves from the case library a set of analogous problem solving situations.
- The analogical problem solver replays the multiple analogous cases by merging the steps from each case, guided by the justification structures attached to each decision node.

## 2.6 A reader's guide to the thesis

Chapter 1 motivates this thesis work in the context of research at large in problem solving and machine learning. It presents the overall approach of the thesis and

states its scientific contributions. This chapter 2 on the other hand overviews the framework developed by presenting a complete example over the several building functional modules of the thesis illustrating the coherent way in which the different modules correlate and communicate.

Figure 2.24 abstracts from the example the complete cycle of the analogical reasoner. When a new problem is given to the analogical problem solver, the case library is searched for similar cases. These are used by the replay mechanism to guide the search process for a solution to the new problem. The annotated solution is multiply indexed for reuse of its independent subparts by the foot-printed initial state and the multiple subsets of interacting goals.

After these introductory chapters the reader should be familiar with the overall approach of this thesis and prepared for the following chapters that present in detail the algorithms developed and the results obtained.

Chapter 3 presents the base-level nonlinear problem solver.

Chapter 4 describes how a case is generated from a problem solving search episode. It introduces the complete justification structures annotated at the decision nodes.

Chapter 5 introduces the storage mechanism. It defines how to index the cases and how to organize the case library. It presents also the data structures supporting the case indexing.

Chapter 6 discusses the retrieval method. It presents the algorithms and discusses the efficiency of the strategy.

Chapter 7 presents the replay algorithm to construct a solution to the new problem by following and merging multiple guiding cases.

Chapter 8 shows the results in a variety of domains to which the analogical reasoner was applied. In particular it presents the empirical results obtained by scaling up the system in the complex logistics transportation domain building a case library of more than 1000 cases.

Chapter 9 discusses related work and draws bridges between the thesis and other research efforts.

Finally chapter 10 outlines the conclusions for this thesis and discusses some future research directions.

Each chapter is presented in a uniform way. The chapters start with a brief motivation for the particular issue that they address. This is followed by an informal description of the solution designed in the thesis. The chapters then present the formal description of the algorithms, and terminate with illustrative examples and a summary of the approach.

Finally it may be worth adding a simple explanation for the order in which the different modules of the thesis are presented. Although the retrieval and analogical replay are at the beginning of the analogical reasoning cycle, as shown in Figure 2.24,

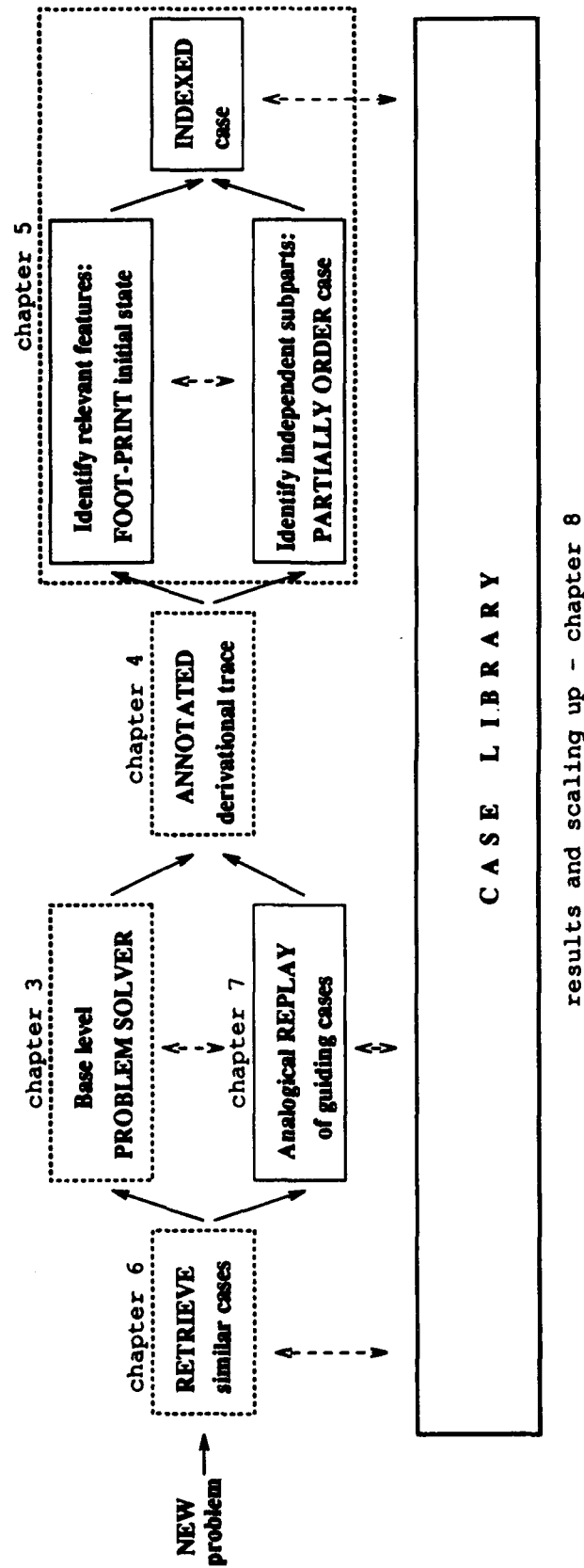


Figure 2.24: A reader's guide to the thesis

for the sake of clarity of contents, their presentation is preceded by the description of how a case is generated (chapter 3), what is a case (chapter 4), and how a case is indexed (chapter 5) in memory. The order of the chapters represents therefore the evolution of the system starting with an empty case library.

**A note on the terminology** The terms “base-level nonlinear problem solver,” “problem solver without analogy,” “NOLIMIT,” and “NOLIMIT without analogy” are used interchangeably. They refer to the nonlinear problem solver that I developed as presented in chapter 3.

Similarly, I use interchangeably the terms “analogical reasoner,” “analogical problem solver,” “NOLIMIT with analogy,” and “PRODIGY/ANALOGY”. They refer to the developed problem solver that uses derivational analogy for generating, storing, retrieving, and replaying the accumulated cases. This analogical problem solver is an extension of the base-level nonlinear problem solver as presented in chapters 4, 5, 6, and 7.



## Chapter 3

# The Problem Solver

### *How to model problem solving?*

A **nonlinear** problem solver is able to explore and exploit interactions among multiple conjunctive goals, whereas a **linear** one can only address each goal in sequence, independent of all the others. Hence, nonlinear problem solving is desired when there are interactions among simultaneous goals and subgoals in the problem space. As the base-level problem solver for this thesis work, I explored a method to solve problems nonlinearly, that generates and tests different alternatives at the operator and at the goal ordering levels. Commitments are made throughout the search process, in contrast to a least-commitment strategy [Sacerdoti, 1975, Tate, 1977, Wilkins, 1989], where decisions are deferred until all possible interactions are recognized. I implemented a nonlinear problem solver, **NOLIMIT**, which follows this approach within the **PRODIGY** architecture. (**NOLIMIT** stands for Nonlinear problem solver using casual commitment.)

This chapter is organized in five sections. Section 1 motivates the nonlinear problem solving approach I developed with a discussion on the issues that differentiate linear and nonlinear problem solving. Section 2 informally describes the general search procedure used by **NOLIMIT** which is formalized in section 3. Section 4 illustrates the problem solving procedure with a complete example. Finally, section 5 summarizes the chapter.

### 3.1 Motivation

Consider the following idealized planning problem: given a formal description of an initial state of the world, a set of operators that can be executed to make transitions from one world state to another, and a goal statement, find a **plan**, to *transform* the

initial state into a final state in which the goal statement is true. The goal statement is a partial description of a desired state satisfiable by one or more states. Consider that the goal statement is defined as a conjunction of goals. This raises the issue of how to deal with possible interactions among the conjuncts [Chapman, 1987]. A simple approach, followed by linear planners, such as STRIPS [Fikes and Nilsson, 1971], is to solve one goal at a time. A final solution to a problem is a **sequence** of complete subsolutions to each one of the goals, and recursively to the subgoals. This approach has an underlying assumption of independence among conjunctive goals. This method can be slightly improved by allowing any permutation of the original top-level goals to be considered. Another level of improvement is obtained if the problem solver can reconsider any goal or subgoal that was achieved once and then deleted while working on a different goal. The planner reaches a solution when all the goals are true in some world state.

### 3.1.1 Linear problem solving

Linear planning suffers from both **non-optimality** and **incompleteness**: non-optimality in terms of finding solutions that involve doing and undoing operators unnecessarily; incompleteness in terms of missing a solution to problems when one exists. Both these problems are due to the fact, mentioned above, that linear planning works on one goal at a time. The two examples below illustrate these problems.

#### An example on the non-optimal character of linear planning

The problem described below is known as the *Sussman anomaly* as it was identified by Sussman in [Sussman, 1975]. Consider the blocksworld with the following operator:

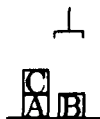
- $MOVE(x,y,z)$  moves block  $x$  from the top of  $y$  to the top of  $z$ .  $y$  and  $z$  can be either the table or another block.  $MOVE$  is applicable only if  $x$  and  $z$  are clear, and  $x$  is on  $y$ . The table always has clear space. A block is clear if it does not have any other block on top.

Figure 3.1 shows the problem. Note that the goal statement is expressed as a conjunction of two literals. It does not fully describe the final desired state. Instead it specifies only the conditions that must be met in order to consider the problem solved.

A linear planner can generate two non-optimal plans as shown in Figure 3.2. These plans are found because the linear planner can consider different permutations of the conjunctive goals, and work on a single goal more than once, i.e., admitting that

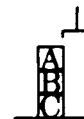
Initial state:

(on B table)  
 (on A table)  
 (on C A)  
 (clear C)  
 (clear B)



Goal statement:

(and (on A B)  
 (on B C))



**Figure 3.1:** *The Sussman anomaly: Find a plan to transform the initial state to achieve the goal statement.*

a goal might need to be reached. For both plans, the initial state and the goal statement are the ones shown in Figure 3.1.

Goal	Step of the Plan	State
(on B C)	(MOVE B table C)	
(on A B)	(MOVE B C table) (MOVE C A table) (MOVE A table B)	
(on B C)	(MOVE A B table) (MOVE B table C)	
(on A B)	(MOVE A table B)	

Goal	Step of the Plan	State
(on A B)	(MOVE C A table) (MOVE A table B)	
(on B C)	(MOVE A B table) (MOVE B table C)	
(on A B)	(MOVE A table B)	

**Figure 3.2:** *Two linear plans that solve the Sussman anomaly inefficiently*

The two plans differ in the choice of the first goal considered. Both plans are non-optimal, as both have actions that are done and undone unnecessarily. For example, in the first plan, as the goal *(on B C)* is selected first, B is moved from the table to the top of C, and then moved back to the table to clear C, so that the goal *(on A B)* may be achieved. Similarly, if *(on A B)* is selected first, A is moved to the top of B and then back to the table, when *(on B C)* is considered. These inefficiencies

arise because the linear planner *forgets* about the other goals while trying to achieve a particular goal in the conjunctive set. More formally, this means that, if the goal statement is the conjunction of goals  $G_1, \dots, G_k$ , the linear planner does not consider any of the goals  $G_i, j \neq i$ , when working on goal  $G_i$ . An optimal solution to the Sussman anomaly is the three-step plan: (MOVE C A table), (MOVE B table C), (MOVE A table B).

Non-optimality is a problem that could, however, be overcome by a post-processing module that removes unnecessary steps after the planning is completed [Rich and Knight, 1991]. It is not straightforward to think of a general way to deal with arbitrary repetitions of the same goal and other suboptimal plan steps. Detecting loops in the state is not a guaranteed mechanism, as a situation could occur where an operator would always change the state but in *irrelevant* ways with respect to the goals. One can say that in this particular example of the Sussman anomaly, the linear planner is lucky to find a solution, even if non-optimal, by working repeatedly on the same goals. In general, however, linear planners may fail drastically, as discussed below.

### An example on the incompleteness of linear planning

A much more serious problem occurs when a linear planner fails to solve a problem that could be solved if goal interactions were properly considered through interleaving of subgoals. In the next example the linear planner fails to produce any solution at all. Consider the set of operators given in Figure 3.3 that define the *ONE-WAY-ROCKET* domain. The operator MOVE-ROCKET shows that the ROCKET can move only from a specific location locA to a specific location locB. An object can be loaded into the ROCKET at any location by applying the operator LOAD-ROCKET. Similarly, an object can be unloaded from the ROCKET at any location by using the operator UNLOAD-ROCKET.

<pre>(LOAD-ROCKET  (params   ((&lt;obj&gt; OBJECT)    (&lt;loc&gt; LOCATION)))  (preconds   (and    (at &lt;obj&gt; &lt;loc&gt;)    (at ROCKET &lt;loc&gt;)))  (effects   ((add (inside &lt;obj&gt; ROCKET))    (del (at &lt;obj&gt; &lt;loc&gt;)))))</pre>	<pre>(UNLOAD-ROCKET  (params   ((&lt;obj&gt; OBJECT)    (&lt;loc&gt; LOCATION)))  (preconds   (and    (inside &lt;obj&gt; ROCKET)    (at ROCKET &lt;loc&gt;)))  (effects   ((add (at &lt;obj&gt; &lt;loc&gt;))    (del (inside &lt;obj&gt; ROCKET)))))</pre>	<pre>(MOVE-ROCKET  (params nil)  (preconds   (at ROCKET locA))  (effects   ((add (at ROCKET locB))    (del (at ROCKET locA)))))</pre>
---	--	---

Figure 3.3: The three operators defining the *ONE-WAY-ROCKET* domain

Consider the problem of moving two given objects *obj1* and *obj2* from the location *locA* to the location *locB* as expressed in Figure 3.4. (Although *NOLIMIT* solves much more complex and general versions of this problem, the present minimal form suffices to illustrate the need for nonlinear planning.)

```
(has-instances OBJECT obj1 obj2)
(has-instances LOCATION locA locB)

Initial State:                Goal Statement:
  (at obj1 locA)              (and (at obj1 locB)
  (at obj2 locA)              (at obj2 locB))
  (at ROCKET locA)
```

Figure 3.4: A problem in the *ONE-WAY-ROCKET* domain

Figure 3.5 shows the two incomplete plans that a linear planner produces before failing. The two possible permutations of the conjunctive goals are tried without success. Accomplishing either goal individually inhibits the accomplishment of the other goal as a precondition of the operator *LOAD-ROCKET* cannot be achieved. The *ROCKET* cannot be moved back to the object's initial position. An example of a solution to this problem is the following plan: (*LOAD-ROCKET obj1 locA*), (*LOAD-ROCKET obj2 locA*), (*MOVE-ROCKET*), (*UNLOAD-ROCKET obj1 locB*), (*UNLOAD-ROCKET obj2 locB*).

Goal	Plan
(at obj1 locB)	(LOAD-ROCKET obj1 locA) (MOVE-ROCKET) (UNLOAD-ROCKET obj1 locB)
(at obj2 locB)	failure

Goal	Plan
(at obj2 locB)	(LOAD-ROCKET obj2 locA) (MOVE-ROCKET) (UNLOAD-ROCKET obj2 locB)
(at obj1 locB)	failure

Figure 3.5: Two failed linear plans for the *ONE-WAY-ROCKET* problem. The second conjunctive goal cannot be achieved because the *ROCKET* cannot return to pick up the remaining object.

The failure presented is due to the *irreversibility* of the operator *MOVE-ROCKET*,

combined with the linear strategy used. An operator is *irreversible* if it transforms a world state  $S_{old}$  into a new state  $S_{new}$  and there is no sequence of operators that transforms the state  $S_{new}$  back into the state  $S_{old}$ . An operator is *reversible* otherwise. Linear planners may generate non-optimal solutions in the presence of reversible operators and may fail to find solutions in the presence of irreversible operators. Planning with irreversible operators requires special mechanisms to *avoid* artificial deadends.

### 3.1.2 Nonlinear problem solving

I claim that there has been some ambiguity in previous work in the use of the terms *linear* and *nonlinear* planning. Linear planning has been used in the context of planners that generate totally ordered plans. The discussion below shows why total ordering is not specific to linear planners.

Linear planning refers to the following correlated characteristics:

- searching using a *stack* of goals, not allowing therefore interleaving of goals at different depths of search,
- generating solutions as sequential concatenation of complete subsolutions for conjunctive goals, and, recursively, for conjunctive subgoals.

The notion of nonlinear planning was motivated by recognizing problems like the Sussman anomaly in a linear planner such as STRIPS [Sussman, 1975]. The approach proposed to face this anomaly consisted of deferring making decisions while building the plan [Sacerdoti, 1975]. The result of a planner that follows this least-commitment strategy is a partially ordered plan as opposed to a totally ordered one, and consequently the term *nonlinear plan* is used. However, the essence of the *nonlinearity* is not in the fact that the plan is partially ordered, but in the fact that a plan need not be a linear concatenation of complete subplans. NOLIMIT can generate *totally* ordered plans that are *nonlinear*, i.e., they cannot be decomposed into a sequence of complete subplans for the conjunctive goal set. Therefore generating totally ordered plans is not, per se, a true characteristic of a linear planner. (In fact a totally ordered plan is itself a *degenerate* partially ordered one.)<sup>1</sup>

Summarizing, nonlinear planning refers to the following characteristics:

- searching using a *set* of goals, allowing therefore interleaving of goals and subgoals at different depths of search,
- generating solutions that are not necessarily a sequence of complete subsolutions for the conjunctive goals.

---

<sup>1</sup>NOLIMIT can also return a partially ordered plan as a solution to a problem, by analyzing the dependencies among the steps in the totally ordered solution encountered for that problem.

In both linear and nonlinear planning, the final solution can be presented as a partially ordered plan, as one can be built from a totally ordered plan. Section 5.1 presents the algorithm to accomplish this transformation. To conclude this general discussion about linear and nonlinear planning, the next paragraphs discuss the complexity of using a least-commitment strategy and that of an intelligent casual-commitment one [Minton *et al.*, 1989].

#### Least-commitment and intelligent casual-commitment

In a least-commitment planning strategy, decisions are deferred until no further progress is possible, and then all constraints carried forward are considered in making a decision.<sup>2</sup> Typically what happens is that conjunctive goals are assumed to be independent and worked separately, producing unordered sets of actions to achieve the goals. From time to time, the planner fires some plan critics that check for interactions among the individual subplans. If conflicting interactions are found, the planner commits to a specific partial ordering that avoids conflicts. There may be cases for which actions stay unordered during the whole planning process, leading to a final partially ordered plan. In this strategy, it is NP-hard [Chapman, 1987] to determine if a given literal is true at a particular instant of time while planning, when actions are dependent on the state of the world, as all paths through the partial order must be verified. To avoid this combinatorial explosion, planners that follow this least-commitment strategy use *heuristics* to reduce the search space to determine the truth of a proposition.

A casual-commitment strategy corresponds to searching for a solution by generating and testing alternatives in both the ordering of goals and possible operators to apply. The planner commits to the most promising goal order and operator selection, backtracking to test other orderings and selections, if and only if a failure is reached. Using this approach, there is no problem in determining the truth of a proposition at a certain time, as a state of the world is updated during the search. However, in the worst case, the method involves an exponential search over the space of solutions. Like the previous approach, NOLIMIT uses *heuristics* to reduce this exponential search. Provably incorrect alternatives are eliminated and heuristically preferred ones are explored first [Newell *et al.*, 1963, Waterman, 1970]. The control knowledge transforms a simple casual-commitment strategy into an *intelligent* casual-commitment one, leading to an intelligent exploration of the different alternatives.

---

<sup>2</sup>Note that the convex hull decision space of all pertinent constraints can be empty (planning failure) or contain more than one possibility (requiring search if subsequent information generates new constraints not satisfied by the chosen decision).

In a nutshell, least commitment corresponds to breadth-first search over the space of possible plans, and intelligent casual commitment corresponds to best-first heuristic search. The former derives some benefit from structure sharing among alternative plans (the partial order) and the latter benefits from any intelligence that can be applied at decision points - and the direct computation of the world state when necessary. Recent research efforts [Minton *et al.*, 1991, Barrett *et al.*, 1991] compare these two planning approaches and show interesting trade-offs on the efficient use of the two methods.

### 3.2 NOLIMIT - The search algorithm

NOLIMIT is a nonlinear planner that follows an intelligent casual-commitment approach. As in PRODIGY's linear problem solver [Minton *et al.*, 1989], NOLIMIT provides a rich action representation language coupled with an expressive control language. The operators are represented by preconditions and effects. The preconditions are expressed in a typed first order predicate logic. They can contain conjunctions, disjunctions, negations, and both existential and universal quantifiers with typed variables. Variables in the operators may be constrained by arbitrary functions. In addition, the operators can contain conditional effects, which depend on the state in which the operator is applied. A class (type) hierarchy organizes the objects of the world.

The basic search procedure is, as in the linear planner [Minton *et al.*, 1989], a means-ends analysis [Ernst and Newell, 1969] backward chaining mode following a casual-commitment search method. A basic means-ends analysis module tries to apply operators that reduce the differences between the current world and the final desired goal state (a partial description of the world). Basically, in a backward chaining mode, given a goal literal not true in the current world, the planner selects one operator that adds (in case of a positive goal, or deletes, in case of a negative goal) that goal to the world. We say that this operator is *relevant* to the given goal. If the preconditions of the chosen operator are true, the operator can be *applied*. If this is not the case, then the preconditions that are not true in the *state*, become *subgoals*, i.e., new goals to be achieved. The cycle repeats until all the conjuncts from the goal expression are true in the world. NOLIMIT proceeds in this apparently simple way. Its nonlinear character stems from working with a *set* of goals in this cycle, as opposed to the top goal in a goal stack. Dynamic goal selection enables NOLIMIT to interleave plans, exploiting common subgoals and addressing issues of resource contention. Search control knowledge may be applied at all decision points: which relevant operator to apply (if there are several), which goal or subgoal to address



next, whether to reduce a new subgoal or to apply a previously selected operator whose preconditions are satisfied, what objects in the state to use as bindings of the typed variables in the operators.

The next section presents formally this search algorithm including the procedure for backtracking when a failure is encountered. To precede that formal description, Figure 3.6 shows the skeleton of NOLIMIT's search algorithm without presenting details on the actions to take upon failure.

- 
1. Check if the goal statement is true in the current state, or there is a reason to suspend the current search path.

If yes, then either return the final plan or backtrack.

2. Compute the set of *pending goals*  $\mathcal{G}$ , and the set of possible *applicable operators*  $\mathcal{A}$ .
  3. Choose a goal  $G$  from  $\mathcal{G}$  or select an operator  $A$  from  $\mathcal{A}$  that is directly applicable.
  4. If  $G$  has been chosen, then
    - *expand goal*  $G$ , i.e., get the set  $\mathcal{O}$  of *relevant instantiated operators* for the goal  $G$ ,
    - choose an operator  $O$  from  $\mathcal{O}$ ,
    - go to step 1.
  5. If an operator  $A$  has been selected as directly applicable, then
    - *apply*  $A$ ,
    - go to step 1.
- 

Figure 3.6: A skeleton of NOLIMIT's search algorithm

Step 1 of the algorithm checks whether the user given goal statement is true in the current state. If this is the case, then the system has reached a solution to the problem. NOLIMIT can run in *multiple-solutions* mode, where NOLIMIT shows each solution found and continues searching for more solutions, which it groups into *buckets* of solutions. Each *bucket* has different solutions that use the same set of plan steps (instantiated operators).

Step 2 computes the set of pending goals. A goal is *pending* iff it is a precondition of a *chosen* operator that is not true in the state. The *subgoaling* branch of the algorithm continues, by choosing, at step 3, a goal from the set of pending goals. The problem solver *expands* this goal by getting the set of *instantiated operators* that are relevant to it (step 4). NOLIMIT now *commits* to a relevant operator. This means that the goal just being expanded is to be achieved by applying this *chosen* operator.

Step 2 further determines the set of *applicable* operators. An operator is *applicable* iff all its preconditions are true in the state. (Note that the procedure can apply several operators in sequence by repeatedly performing step 5 in case there are multiple applicable operators. Such situations occur when, fulfilling a subgoal, satisfies the preconditions of more than one pending operator.) The *applying* branch continues by choosing to apply this operator at step 3, and applying it at step 5, by updating the state. The problem solver may choose to defer the application of an operator if the effects of the operator invalidate the achievement of other pending goals.

This schematic description shows that a search path is a sequence of decisions on goals, operators, and applied operators. A search path is therefore defined by the following regular expression:  $(goal\ chosen-operator\ applied-operator)^*$ .

The next section formalizes the search tree, the search and the backtracking procedures. The full analogical problem solver is an extension of this basic problem solver as I will describe in the coming chapters of the thesis. The formalization below facilitates the presentation of these extensions, namely in the problem solving introspection and annotation capability (see chapter 4) and in the replay mechanism (see chapter 7).

### 3.3 Formal definition of the problem solving procedure

The problem solving procedure is a sequence of decisions made while searching for a solution to a given problem. Decisions correspond to *search nodes* organized in a *search tree*.

Let a *problem solving state*  $S$  be the pair  $(S, T)$ , where:

- $S$  is the state of the world,
- and  $T$  is the search tree already expanded.

The *search tree*  $T$  is represented as a directed acyclic graph  $T = (N, E)$  [Aho et al., 1974]. The set of nodes  $N$  represents the set of choices made along the search and the edges capture the sequence of decisions made. The search tree has the following properties:

- A search node  $n \in N$  can be either a *goal node*  $g \in G$ , a *chosen operator node*  $o \in O$ , or an *applied operator node*  $a \in A$ :  $N = G \cup O \cup A$ , and  $A$ ,  $G$  and  $O$  are mutually disjoint.

- There is only one node with no incident edges, the root, which is called the *start goal node*,  $n_0 \in G$ ;  $n_0 = (done)$ .
- $n_0$  has only one child, called the *start operator node*,  $n_1 \in O$ ;  $n_1 = (*finish*)$ .
- Every node  $n \in N$ , except  $n_0$  has exactly one incident edge.
- A *search path*  $P$  is a path in the tree, i.e.,  $P = (n_0, n_1, \dots, n_k)$  iff  $(n_i, n_j) \in E$ ,  $i = 0, \dots, k-1, j = 1, \dots, k$ .  $P$  is of length  $k+1$ . There is a unique search path from the root to every node in the tree.

Another set of facts follows from the problem solving cycle as presented in Figure 3.6:<sup>3</sup>

- A *search path*  $P$  is an ordered sequence of search nodes satisfying the following regular expression:  $(g \ o \ a^*)^*$ .
- A search node  $n \in N$  can be either an *active*, *failed*, or *suspended* node. Let  $\mathcal{A}_N, \mathcal{F}_N, \mathcal{S}_N$  be respectively the set of active, failed and suspended nodes of a tree. Then  $N = \mathcal{A}_N \cup \mathcal{F}_N \cup \mathcal{S}_N$ , and  $\mathcal{A}_N, \mathcal{F}_N$ , and  $\mathcal{S}_N$  are mutually disjunct.
- For each search tree  $T$ , there is a unique *active leaf node*,  $act$ , i.e.,  $\exists^1 n \in N : (n \in \mathcal{A}_N) \wedge (n \text{ is a leaf})$ . This such unique  $n$  is the active leaf,  $act$ .
- The *active search path*,  $\mathcal{P}$ , is the unique path from the root,  $n_0$ , to  $act$ .
- A node is active if it is in the active search path, i.e.,  $\forall n \in N : (n \in \mathcal{P}) \Rightarrow (n \in \mathcal{A}_N)$ .

The problem solving procedure generates a sequence of problem solving steps. The **problem solving step** function, *step*, maps problem solving states into problem solving states, i.e., *step*:  $S \times T \rightarrow S \times T$ . Figure 3.7 defines the stepping procedure executed by the problem solver.

The steps of the procedure in Figure 3.7 describe the expansion of the search tree. They capture two main phases of the problem solving stepping, namely the **expand** and the **commit** ones:

**expand** : Generate the children of the active leaf node *act*; these children represent the possible next steps in the search procedure – step 1.

<sup>3</sup>These facts are declarative and their procedural meaning is described by the problem solving algorithms presented next.

---

**Input :** A search tree  $T = (N, E)$ , sets  $\mathcal{A}_N, \mathcal{F}_N, \mathcal{S}_N$  of the active, failed, and suspended search tree nodes, and  $act$ , the active leaf node.  
**Output :** An expanded search tree  $T' = (N', E')$ , new sets  $\mathcal{A}_{N'}, \mathcal{F}_{N'}, \mathcal{S}_{N'}$  of the new active, failed, and suspended search tree nodes, and a new active leaf node.

---

procedure **Problem\_Solving\_Step** ( $N, E, \mathcal{A}_N, \mathcal{F}_N, \mathcal{S}_N, act$ ):

1.  $children\_set \leftarrow \text{Generate\_Children}(T, act)$
  2. if  $children\_set = \emptyset$   
   then
  3.   Return **Backtrack\_Path** ( $N, E, \mathcal{A}_N, \mathcal{F}_N, \mathcal{S}_N, act, \text{no-choices}, children\_set$ )
  - else
  4.    $N' = N \cup children\_set$
  5.    $E' = E \cup \{(act, n) : n \in children\_set\}$
  6.    $T' = (N', E')$
  7.    $termination\_reason \leftarrow \text{Check\_Termination\_Reason}(\mathcal{A}_N, act)$
  8.   case  $termination\_reason$
  9.    success
  10.    Return **Success** ( $N, E, \mathcal{A}_N, \mathcal{F}_N, \mathcal{S}_N, act$ )
  11.    failure
  12.    Return **Backtrack\_Path** ( $N, E, \mathcal{A}_N, \mathcal{F}_N, \mathcal{S}_N \cup children\_set, act, termination\_reason, \emptyset$ )
  13.   otherwise
  14.    $\mathcal{S}'_N = \mathcal{S}_N \cup children\_set$
  15.   Return **Pursue\_Active\_Search\_Path** ( $act, children\_set, T'$ )
- 

**Figure 3.7:** Problem solving stepping

**commit :** Choose the new step from the set of possible ones; step 10 captures the successful termination of the search procedure, step 15 shows the situation where the active search path is pursued, and steps 3, and 12 show the situations where backtracking is required.

Figure 3.8 describes the first of these phases, namely the procedure to generate children for the different kinds of search nodes.

According to the fact that a search path is a sequence of nodes  $(g \ o \ a^*)^*$  the child of a goal node  $g$  is an operator node  $o$ . Step 4 of the procedure in Figure 3.8 calls a procedure to compute all the possible children operator nodes. **Compute\_Relevant\_Instantiated\_Operators** ( $act, T, \mathcal{D}$ ) identifies the operators (or/and inference rules) that have an effect that unifies with the goal at the active goal node,  $act$ . These operators are the relevant operators to the goal. This means that if when applied their effects are such that the goal is achieved, i.e., it becomes true in the new state. The implementation of this procedure involves the development

---

**Input :** A search tree  $T = (N, E)$ , the active leaf node  $act$ .  
**Output :** A set of the search children available.

---

procedure **Generate\_Children** ( $T, act$ ):

1.  $\mathcal{D} \leftarrow$  the domain theory: operators, inference rules, functions, and control rules.
  2. case  $act$
  3.     goal node
  4.         Return **Compute\_Relevant\_Instantiated\_Operators** ( $act, T, \mathcal{D}$ )
  5.     otherwise
  6.          $pending\_goals\_set \leftarrow$  **Compute\_Pending\_Goals** ( $act, T$ )
  7.          $applicable\_operators\_set \leftarrow$  **Identify\_Applicable\_Operators** ( $act, T$ )
  8.         Return  $pending\_goals\_set \cup applicable\_operators\_set$
- 

**Figure 3.8:** *Generating the children for a problem solving search tree*

of matching and unification techniques.<sup>4</sup>

Once again according to the sequence of nodes  $(g \ o \ a^*)^*$ , for each search path, the child of an operator  $o$  or of an applied operator  $a$  is either a goal node or an applied operator. Step 6 of the procedure in Figure 3.8 calls a procedure to compute the set of pending goals. In the active search path, the active operator nodes correspond to the operators that were not yet applied to the state. **Compute\_Pending\_Goals** ( $act, T$ ) identifies all the preconditions of that set of active operator nodes that are not true in the current state. This is the new set of pending goals, i.e., the set of goals that must be achieved in order that the chosen operators may be applied. The procedure **Identify\_Applicable\_Operators** ( $act, T$ ) at step 7 identifies the applicable operators from the set of active operator nodes. An operator is applicable iff all of its preconditions are true in the state. The set of pending goals and applicable operators is returned as the children nodes for the problem solving active search leaf.

Figure 3.9 shows the procedure to commit to a new choice from the set of generated children. This choice is controlled by the control knowledge available. This is encapsulated in the call to the procedure **Controlled\_Choice**. The extended analogical problem solver considers the guiding cases for the controlled decisions in addition to (or instead of) control rules.

The control knowledge available may reduce the set of possible choices to the empty set. In this situation backtracking is needed as the search cannot be pursued further from this point. The next section describes the failing and backtracking procedure. Section 3.3.2 discusses the controlled decision making procedure.

---

<sup>4</sup>A recent research effort in the PRODIGY group focuses on developing efficient matching algorithms [Wang, 1992].

---

**Input :** A search tree  $T = (N, E)$ , the active leaf node  $act$ , and the set of children nodes,  $children\_set$  returned by `Generate_Children`.

**Output :** An expanded search tree  $T' = (N', E')$ , new sets  $A_{N'}, F_{N'}, S_{N'}$  of the new active, failed, and suspended search tree nodes, and a new active leaf node.

---

```

procedure Pursue_Active_Search_Path ( $act, children\_set, T$ ):
1. case  $act$ 
2.   goal node
3.      $new\_active\_leaf \leftarrow \text{Controlled\_Choice}(\text{operator}, children\_set, T)$ 
4.   otherwise
5.      $applicable\_ops \leftarrow \{n \in children\_set: n \text{ is an applicable operator node}\}$ 
6.      $pending\_goals \leftarrow \{n \in children\_set: n \text{ is a goal node}\}$ 
7.     if  $applicable\_ops \neq \emptyset$ 
8.       then
9.          $apply\_or\_subgoal \leftarrow \text{Controlled\_Choice}(\text{apply\_or\_subgoal}, children\_set, T)$ 
10.        case  $apply\_or\_subgoal$ 
11.          apply
12.             $new\_active\_leaf \leftarrow \text{Controlled\_Choice}(\text{apply}, children\_set, T)$ 
13.            Apply\_Operator ( $new\_active\_leaf$ )
14.          subgoal
15.             $new\_active\_leaf \leftarrow \text{Controlled\_Choice}(\text{goal}, children\_set, T)$ 
16.        else
17.           $new\_active\_leaf \leftarrow \text{Controlled\_Choice}(\text{goal}, children\_set, T)$ 
18.        if  $new\_active\_leaf$ 
19.          then Update\_Node\_Status ( $new\_active\_leaf, T$ )
20.        else Backtrack\_Path ( $T, act, \emptyset$ )

```

---

**Figure 3.9:** *Committing in the active search path*

### 3.3.1 Failing and backtracking

A cause for failure is reaching a subgoal that is unachievable for lack of relevant operators, in which case the path fails and is abandoned.

In addition NOLIMIT considers other failures that propose abandoning a search path. The two main ones follow:

- **Goal loop** - If a subgoal is generated that is still pending earlier in the path, then a goal loop is recognized.
- **State loop** - If applying an operator generates a world state that was previously visited, then a state loop is recognized.

### 3.3. FORMAL DEFINITION OF THE PROBLEM SOLVING PROCEDURE 49

Figure 3.10 describes the procedure to backtrack in a particular search path. The problem solver uses a default chronological backtracking strategy that can be overwritten by specific backtracking control guidance.

---

**Input :** A search tree  $T = (N, E)$ , sets  $\mathcal{A}_N, \mathcal{F}_N, \mathcal{S}_N$  of the active, failed, and suspended search tree nodes, *act*, the active leaf node, the *termination\_reason* by which backtracking was invoked, and the set of children of *act*.  
**Output :** An expanded search tree  $T' = (N', E')$ , new sets  $\mathcal{A}_{N'}, \mathcal{F}_{N'}, \mathcal{S}_{N'}$  of the new active, failed, and suspended search tree nodes, and a new active leaf node.

---

```

procedure Backtrack_Path ( $N, E, \mathcal{A}_N, \mathcal{F}_N, \mathcal{S}_N, act, termination\_reason, children\_set$ )
1.  case termination_reason
2.      no-relevant-operators
3.          new_active_leaf  $\leftarrow$  Backtrack_to_Dependent_Op (act,  $T$ )
4.      otherwise
5.          new_active_leaf  $\leftarrow$  Controlled_Backtrack (act,  $T$ )
6.      if new_active_leaf
7.          then
8.               $\mathcal{A}_{N'} = \{n: n \text{ is in the path from the root to } new\_active\_leaf\}$ 
9.               $\mathcal{F}_{N'} = \mathcal{F}_N \cup children\_set \cup (\mathcal{A}_N \setminus \mathcal{A}_{N'})$ 
10.              $\mathcal{S}_{N'} = \mathcal{S}_N \setminus \{new\_active\_leaf\}$ 
11.          else
12.              Exhaustive_Search_Failure

```

---

**Figure 3.10:** Backtracking in a search path of a problem solving search tree

When there are no relevant operators, step 3 shows that NOLIMIT backtracks directly to the operator that requires the current active goal as a precondition. In fact the procedure **Backtrack\_to\_Dependent\_Op** is more careful in finding the correct backtracking point. If an applied operator node is found in the search path that is responsible for the deletion of the current goal literal from the state, then the algorithm considers the choices alternative to applying the deleting operator. The default backtracking strategy otherwise is chronological backtracking. However NOLIMIT has the ability to call *backtracking* control rules – step 5 – that accept (or reject) a particular backtracking point as a good (or bad) one, thus performing a better allocation of resources (bindings) and permitting dependency-directed backtracking or other disciplines that override the chronological backtracking default. When a backtracking choice point is found, an alternative choice is considered and the search proceeds exploring this new alternative.

### 3.3.2 Control knowledge

The search algorithm involves several choice points, namely:

- What *goal* to subgoal, choosing it from the set of pending goals – steps 14, 15, Fig. 3.9.
- What *operator* to choose in pursuit of the particular goal selected – step 3, Fig. 3.9.
- What *bindings* to choose to instantiate the selected operator – step 3, Fig. 3.9.
- Whether to *apply* an applicable operator or defer application and continue *subgoal*ing on a pending goal – step 8, Fig. 3.9.
- Whether the search path being explored should be *suspended*, continued, or abandoned – step 7, Fig. 3.7.
- Upon failure, which *past choice point* to backtrack to, or which *suspended path* to reconsider for further search – steps 3 and 5, Fig. 3.10.

Decisions at all these choices are taken based on user-given or learned control knowledge to guide the casual commitment search. Control knowledge can *select*, *reject*, *prefer*, or *decide* on the choice of alternatives [Minton *et al.*, 1989, Veloso, 1989]. This knowledge guides the search process and helps to reduce the exponential explosion in the size of the search space. Previous work in the linear planner of PRODIGY uses explanation-based learning techniques [Minton, 1988] to extract from a problem solving trace the explanation chain responsible for a success or failure and compile search control rules therefrom. In this thesis, I develop a case-based approach that consists of storing individual problems solved in the past to guide all the decision choice points when solving similar new problems. The machine learning and knowledge acquisition work supports NOLIMIT's casual-commitment method, as it assumes there is *intelligent* control knowledge, exterior to its search cycle, that it can rely upon to take decisions.

## 3.4 An example: solving a *one-way-rocket* problem

The example below shows how NOLIMIT searches for a solution to the *ONE-WAY-ROCKET* problem introduced earlier (see Figures 3.3 and 3.4) tracing the expansion of the search tree.



Figure 3.11 shows an actual trace output by NOLIMIT. Operators in upper-case correspond to the applied operator nodes. The annotations "ops-left", "goals-left", and "applicable-ops-left" refer to the alternative choices still left to pursue at the corresponding search level. When several alternatives are available one was selected randomly, as no other specific control knowledge was provided.

The trace shows that three search paths are explored. The first search path (with 11 nodes, tn1 through tn11) fails due to a goal loop encountered when trying to work on the operator (load-rocket obj1 locB). This goal loop is encountered by the procedure **Check\_Termination\_Reason** (see step 7 in Figure 3.7). This failure results in calling the procedure **Backtrack\_Path**, which in the absence of any backtracking control knowledge, backtracks chronologically to the alternative (load-rocket obj1 locA) (see step 11 of the second search path). This operator has the precondition (at rocket locA) that becomes now a subgoal as it is no longer true in the state because the operator (MOVE-ROCKET) was applied at step 9. There is however no operator that adds that goal to the state which means that **Generate\_Children** returns the empty set. The backtracking procedure is called again. This time, as the termination reason is known to be that there are no relevant operators for the goal, the procedure backtracks directly to the step that deleted that goal (see steps 2-3 in Figure 3.10). At step 8 of the third and last search path explored the application of the operator (MOVE-ROCKET) is postponed and the search terminates successfully.

To illustrate the formalization, I consider two points in the search procedure and instantiate the concepts introduced.

#### Step 8 of the first search path:

- The problem solving state  $S_8$  is the pair  $(S_8, T_8)$ , where  $S_8$  is the state of the world, and  $T_8$  is the expanded search tree

$$S_8 = \{(\text{at obj1 locA}), (\text{at obj2 locA}), (\text{at rocket locA})\}, \text{ and}$$

$$T_8 = (N_8, E_8), \text{ where}$$

$$N_8 = \{\text{tn1}, \text{tn2}, \text{tn3}, \text{tn4}, \text{tn5}, \text{tn6}, \text{tn7}, \text{tn8}\} \cup \{\text{tn3}_1, \text{tn5}_1, \text{tn7}_1, \text{tn7}_2\}, \text{ where } \text{tn}_{ij} \text{ are the unexplored alternatives at the nodes } \text{tn}_i, \text{ respectively, e.g., } \text{tn5}_1 = (\text{at rocket locB}).$$

$$E_8 = \{(\text{tn}_i, \text{tn}_j), i = 1, \dots, 7, j = 2, \dots, 8\}$$

- $G_8, O_8, A_8$  are the sets of goal, chosen operator, and applied operator nodes:

$$G_8 = \{\text{tn1}, \text{tn3}, \text{tn5}, \text{tn7}, \text{tn3}_1, \text{tn5}_1, \text{tn7}_1, \text{tn7}_2\}$$

```

<cl> (nlrun-prob 'rocket-2objs)
*****
Solving the problem rocket-2objs:
Initial state :
  ((at obj1 locA) (at obj2 locA)
   (at rocket locA))
Goal statement:
  (and (at obj1 locB) (at obj2 locB))
*****
Starting a search path

1. tn1 (done)
2. tn2 (*finish*)
3. tn3 (at obj1 locB)
   goals-left: ((at obj2 locB))
4. tn4 (unload-rocket obj1 locB)
5. tn5 (at obj2 locB)
   goals-left: ((at rocket locB))
6. tn6 (unload-rocket obj2 locB)
7. tn7 (at rocket locB)
   goals-left: ((inside obj1 rocket)
                (inside obj2 rocket))
8. tn8 (move-rocket)
9. tn9 (MOVE-ROCKET)
   goals-left: ((inside obj1 rocket)
                (inside obj2 rocket))
10. tn10 (inside obj1 rocket)
   goals-left: ((inside obj2 rocket))
11. tn11 (load-rocket obj1 locB)
   ops-left: ((load-rocket obj1 locA))
***

FAILURE - goals in loop: ((at obj1 locB))
*****
Starting a new search path

1. tn1 (done)
2. tn2 (*finish*)
3. tn3 (at obj1 locB)
   goals-left: ((at obj2 locB))
4. tn4 (unload-rocket obj1 locB)
5. tn5 (at obj2 locB)
   goals-left: ((at rocket locB))
6. tn6 (unload-rocket obj2 locB)
7. tn7 (at rocket locB)
   goals-left: ((inside obj1 rocket)
                (inside obj2 rocket))
8. tn8 (move-rocket)
9. tn9 (MOVE-ROCKET)
   goals-left: ((inside obj1 rocket)
                (inside obj2 rocket))
10. tn10 (inside obj1 rocket)
   goals-left: ((inside obj2 rocket))

11. tn12 (load-rocket obj1 locA)
***
12. tn13 (at rocket locA)
   goals-left: ((inside obj2 rocket))
***

FAILURE - no relevant operators
*****
Starting a new search path

1. tn1 (done)
2. tn2 (*finish*)
3. tn3 (at obj1 locB)
   goals-left: ((at obj2 locB))
4. tn4 (unload-rocket obj1 locB)
5. tn5 (at obj2 locB)
   goals-left: ((at rocket locB))
6. tn6 (unload-rocket obj2 locB)
7. tn7 (at rocket locB)
   goals-left: ((inside obj1 rocket)
                (inside obj2 rocket))
8. tn8 (move-rocket)
***
9. tn14 (inside obj1 rocket)
   goals-left: ((inside obj2 rocket))
10. tn15 (load-rocket obj1 locA)
   ops-left: ((load-rocket obj1 locB))
11. tn16 (LOAD-ROCKET obj1 locA)
   goals-left: ((inside obj2 rocket))
   applicable-ops-left: (move-rocket)
12. tn17 (inside obj2 rocket)
   applicable-ops-left: (move-rocket)
13. tn18 (load-rocket obj2 locA)
   ops-left: ((load-rocket obj2 locB))
14. tn19 (LOAD-ROCKET obj2 locA)
   applicable-ops-left: (move-rocket)
15. tn20 (MOVE-ROCKET)
16. tn21 (UNLOAD-ROCKET obj2 locB)
17. tn22 (UNLOAD-ROCKET obj1 locB)
18. tn23 (*FINISH*)

*****
This is the solution found:

  (LOAD-ROCKET obj1 locA)
  (LOAD-ROCKET obj2 locA)
  (MOVE-ROCKET)
  (UNLOAD-ROCKET obj2 locB)
  (UNLOAD-ROCKET obj1 locB)
  (*FINISH*)

nil
<cl>

```

Figure 3.11: Tracing NOLIMIT solving the ONE-WAY-ROCKET problem

$$O_8 = \{tn2, tn4, tn6, tn8\}$$

$$A_8 = \emptyset$$

- $\mathcal{A}_{N_8}, \mathcal{F}_{N_8}, \mathcal{S}_{N_8}$  are the sets of active, failed, and suspended search nodes respectively, in the search tree  $T_8$ :

$$\mathcal{A}_{N_8} = \{tn1, tn2, tn3, tn4, tn5, tn6, tn7, tn8\}$$

$$\mathcal{F}_{N_8} = \emptyset$$

$$\mathcal{S}_{N_8} = \{tn3_1, tn5_1, tn7_1, tn7_2\}$$

- $act = tn8$ , the active leaf.

Given this particular problem solving state, the following sequence of procedure calls takes place, according to the **Problem\_Solving\_Step** procedure in Figure 3.7:

**Generate\_Children**( $T_8, tn8$ ) returns  $\{tn9, tn9_1, tn9_2\}$ , with  $tn9 = (\text{MOVE-ROCKET})$ ,  $tn9_1 = (\text{inside obj1 rocket})$ ,  $tn9_2 = (\text{inside obj2 rocket})$ .

**Pursue\_Active\_Search\_Path**( $tn8, \{tn9, tn9_1, tn9_2\}, T'_8$ ) returns the new active leaf  $tn9$  corresponding to the choice of applying the operator (MOVE-ROCKET) instead of continuing subgoaling on one of the alternative pending goals  $tn9_1$ , or  $tn9_2$ .

After the operator (MOVE-ROCKET) is applied at step 9, the problem solving state changes accordingly and the search tree parameters of the new search tree follow.

**Step 9 of the first search path:**

- The problem solving state  $S_9$  is the pair  $S_9, T_9$ , where  $S_9$  is the state of the world, and  $T_9$  is the expanded search tree

$$S_9 = \{(\text{at obj1 locA}), (\text{at obj2 locA}), (\text{at rocket locB})\}, \text{ and}$$

$$T_9 = (N_9, E_9), \text{ where}$$

$$N_9 = \{tn1, tn2, tn3, tn4, tn5, tn6, tn7, tn8, tn9\} \cup \{tn3_1, tn5_1, tn7_1, tn7_2, tn9_1, tn9_2\}$$

$$E_9 = \{(tni, tnj), i = 1, \dots, 8, j = 2, \dots, 9\}$$

- $G_9, O_9, A_9$  are the sets of goal, chosen operator, and applied operator nodes:

$$G_9 = \{tn1, tn3, tn5, tn7, tn3_1, tn5_1, tn7_1, tn7_2, tn9_1, tn9_2\}$$

$$O_9 = \{tn2, tn4, tn6, tn8\}$$

$$A_9 = \{tn9\}$$

- $\mathcal{A}_{N_9}$ ,  $\mathcal{F}_{N_9}$ ,  $\mathcal{S}_{N_9}$  are the sets of active, failed, and suspended search nodes respectively, in the search tree  $T_9$ :

$$\mathcal{A}_{N_9} = \{tn1, tn2, tn3, tn4, tn5, tn6, tn9\}$$

$$\mathcal{F}_{N_9} = \emptyset$$

$$\mathcal{S}_{N_9} = \{tn3_1, tn5_1, tn7_1, tn7_2, tn9_1, tn9_2\}$$

- $act = tn9$ , the active leaf.

The state changes and the nodes  $tn7$  and  $tn8$  are no longer active as the operator (MOVE-ROCKET) (chosen at  $tn8$ ) is applied at  $tn9$ , achieving the goal (at *rocket locB*) at the node  $tn7$ . The computation of the new set of pending goals does not consider the operator  $tn8$  any longer as an active node. Similarly the check for a goal loop does not consider the goal  $tn7$  being therefore viable to subgoal more than once on the same goal in the same search path.

Figure 3.12 shows the same problem solving episode of Figure 3.11 as a search tree. It shows only the children nodes explored that succeed and fail. The children left untried are not shown in this figure, but can be seen in the trace of Figure 3.11. Note that NOLIMIT solves this problem, where linear planners fail (but where of course other least-commitment planners also succeed), because it switches attention among goals in the goal set. An example of this is when at step 5 NOLIMIT switches attention to the conjunctive goal (at *obj2 locB*) before completing the first conjunct (at *obj1 locB*). The final solution shows that the complete subplans for the each of the two given conjunctive goals are interleaved and cannot be organized in strict linear sequence. NOLIMIT explores the space of possible attention foci and only after backtracking does it find the correct goal interleaving. The machine learning research in PRODIGY explores methods to automatically learn from the problem solving experience and reduce search dramatically, converting automatically the problem solver into an expert one.

### 3.5 Summary

NOLIMIT is a completely implemented nonlinear planner that uses an intelligent casual-commitment strategy to guide its search process. The casual-commitment method used to achieve its nonlinear character is in contrast to the least-commitment

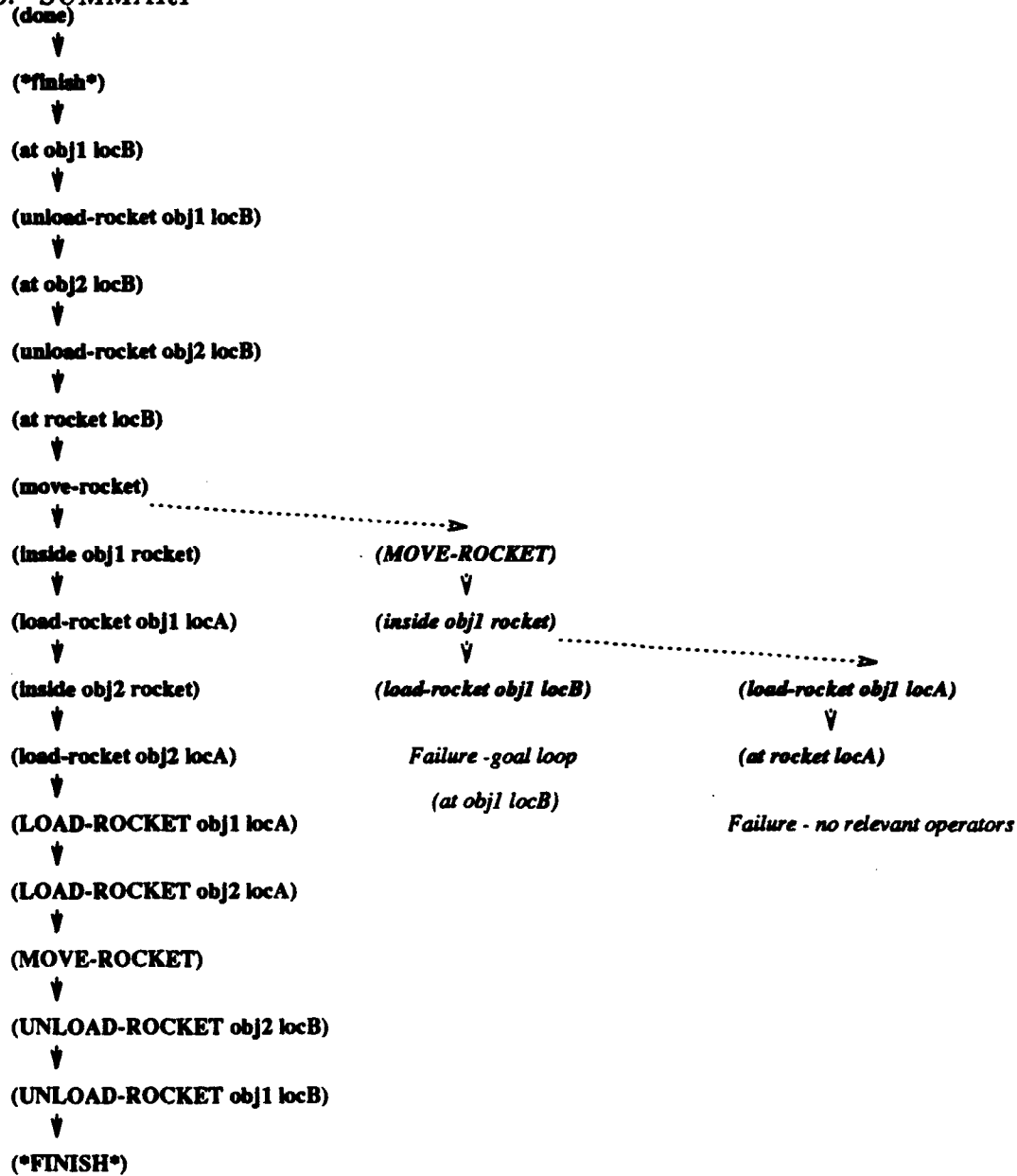


Figure 3.12: The search episode of Figure 3.11 represented as a search tree

strategy used in other nonlinear planners. NOLIMIT has the ability to call user-given or automatically acquired control knowledge in the form of control rules or guiding cases at all its choice points. The subsequent chapters of this thesis describe the extensions of NOLIMIT into an analogical problem solver that replays past problem solving episodes.



## Chapter 4

# Automatic Generation of Cases

### *How to accumulate episodic problem solving experience?*

Derivational analogy is a reconstructive method by which lines of reasoning are transferred and adapted to the new problem. The ability to replay previous solutions using the derivational analogy method requires that the problem solver be able to introspect into its internal decision cycle, recording the justifications for each decision during its extensive search process. These justifications augment the solution trace and are used to guide the future reconstruction of the solution for subsequent problem solving situations where equivalent justifications hold true.

This chapter describes how the problem solver generates *cases* to be stored from its problem solving experience. A case is a derivational trace including the relevant decisions and justifications. Section 1 discusses the question of what to remember and save from a problem solving episode. Section 2 presents formally the procedure to annotate the search nodes while searching for a solution. Section 3 illustrates the generation of a case with an example from the extended-STRIPS domain. Finally section 4 draws a summary of the chapter.

## 4.1 Annotating the search path

While searching for a solution to a problem situation, the problem solver explores a very large search space where different alternatives are generated, some failing and others succeeding. The crucial question is what to preserve from the problem solving search episode in order to reconstruct (parts of) the solution in future similar situations. The two extreme options are to remember only the final solution or the complete search tree. While the latter option is too expensive to be pursued, there are several approaches that follow the former one. Transformational analogy

[Carbonell, 1983] and most case-based reasoning systems (as summarized in [Riesbeck and Schank, 1989]) replay past solutions by modifying directly a solution to a similar past problem. The adaptation is based on the differences recognized between the past and the current new problem. However a final solution represents a sequence of operators that correspond only to a particular successful search path. A more general approach involving partial replay and multiple-solution merging requires additional structure pertaining to dependencies among the steps in the solution. Derivational analogy aims at capturing the rationale and dependency structure underlying the solution encountered. This implies that the reasoning links among the search steps are remembered in addition to the final solution. As the analogical paradigm involves reusing the past problem solving experience to guide new problem solving episodes by reducing the level of search needed, the following two main concerns determine what is preserved from the search tree:

1. The search information retained must respond to what is needed to know at replay time in order to reduce search: At replay time the problem solver needs guidance for making choices.
2. The cost of capturing the rationale must be low, i.e., no complex computation such as proof-based eager explanation efforts are needed. Retain therefore what is *naturally* known at search time.

To comply with these concerns, the problem solver must:

- Identify the decision points in the search procedure where guidance may prove useful to provide memory of the justifications for the choices made. (All decisions in the "glass-box" PRODIGY architecture.)
- Use a clear "language" to capture these justifications at search time and associate a meaning so that they can be used at replay time.
- Explain the underlying rationale following a minimal effort approach. No costly attempt is made to infer generalized behavior from a unique problem solving trace.

The problem solver is hence extended with the ability to identify and to record the reasons for the decisions taken at the different choice points encountered while searching for a solution. The justifications compiled at each decision point are annotated at the different steps of the successful path. When replaying a solution, the derivational analogy engine can then reconstruct the reasoning process underlying the past solution. Justifications are tested to determine whether modifications are needed, and when they are needed, justifications provide constraints on possible alternatives search paths (see chapter 7).



### 4.1.1 Decision points

Each search node in the problem solving search tree, as introduced in chapter 3, is a decision node. The choice at each node is the result of answering the choice points identified in section 3.3.2.

Given a goal search node, the questions on the reasons why this goal is pursued are:

- Who needs this goal, i.e., this goal is a *precondition* of what operator(s)?
- Why is this particular goal chosen out of the set of other *sibling* or alternative choices available, if any?
- Why subgoal on this goal, instead of applying an available applicable operator (in pursuit of some different goal), if any are applicable?
- Were any of the alternative choices tried in the search that later failed? Why did the problem solver abandon those paths? What were the reasons for the eventual failures?

Similarly for a chosen operator node, the questions on the reasons why a particular operator is chosen are:

- Who needs this operator? Which goal is this operator relevant to, i.e., if this operator is applied, which of its effects matched a pending goal?
- Why choosing this particular operator out of the set of other *sibling* or alternative operators available, if any?
- Were any of the alternative choices tried in the search? Why did the problem solver abandon those paths? What were the reasons for the eventual failures?

Finally for a particular applied operator node, the questions on the reasons why this operator is applied are:

- Why applying this particular operator out of the set of other *sibling* or alternative choices available (other applicable operators, or other goals to pursue), if any?
- Why apply this operator, instead of subgoaling in other pending goals, if any?
- Were any of the alternative choices tried in the search? Why did the problem solver abandon those paths? What were the reasons for the eventual failures?

The problem solver is extended with the ability to capture the answers to these questions, i.e., the justifications on why the choices are made. Justifications at these choice points may point to user-given guidance, to preprogrammed control knowledge, to automatically-learned control rules responsible for decisions taken, to past cases used as guidance, or simply to search tree topology (e.g., only choice, arbitrary choice, last choice left, etc). They also represent links within the different choices and their related generators, in particular capturing the subgoaling structure. At choice points, the system records the failed alternatives and the cause of their failure by enumerating the reasons for abandoning the leaves of the subtrees rooted at the failed alternative. The next section shows the augmented structure of the decision nodes that allows the problem solver to annotate the justifications.

### 4.1.2 Justification structures at decision nodes

Figure 4.1 shows the skeleton of the different decision nodes. The different justification slots capture the context in which the decision is taken and the reasons that support the choice.

Goal Node	Chosen Op Node	Applied Op Node
:choice	:choice	:choice
:sibling-goals	:sibling-relevant-ops	:sibling-goals
:sibling-applicable-ops	:why-this-operator	:sibling-applicable-ops
:why-subgoal	:relevant-to	:why-apply
:why-this-goal		:why-this-operator
:precond-of		:chosen-at
		:preconds
		:adds
		:dels
(a) Goal Decision Node	(b) Chosen Operator Decision Node	(c) Applied Operator Decision Node

Figure 4.1: Justification record structure, to be instantiated at decision points during problem solving

The *choice* slots show the selection made, namely the selected goal or operator. The *sibling-* slots enumerate the alternatives to the choice made. At a goal node and applied operator node (see Figure 4.1 (a) and (c)), the goals left in the current set of goals still to be achieved constitute the sibling-goals annotation. For completeness

the problem solver may postpone applying an operator whose preconditions are satisfied and continue subgoaling on a still unachieved goal. These possible applicable operators are the contents of the alternative *sibling-applicable-ops* slot. At a chosen operator node, the sibling operators are the possible other different instantiated operators that are also relevant to the goal being expanded, i.e., the operators that, if applied, will achieve that goal. NOLIMIT annotates the reason why these alternatives were not pursued further according to its search experience (either not tried, or abandoned due to a failure). The *why-* slots present the reasons (if any) the particular decision was made. These reasons range from arbitrary choices to specific control knowledge that dictated the selection. These reasons are tested at replay time and are interpretable by the analogical problem solver.

The subgoaling structure is captured by the slot *precond-of* at a goal node, and the slot *relevant-to* at a chosen operator node. At reconstruction time, these slots play an important role in providing information that has practically no matching cost, on one hand on the set of relevant operators for a given goal, and on the other hand, on the set of instantiated preconditions of an operator.

Finally at the applied operator node, the slots *preconds*, *adds* and *dels* refer respectively to the instantiated preconditions of the operator, and the literals added and deleted to the state when the operator is applied. (All variables of the applied operators are assigned specific objects in the state.) This information is useful to preserve because it may be expensive to recompute it due to the powerful expressive operator language which permits quantification on the list of preconditions and conditional effects in the list of effects.<sup>1</sup> The *chosen-at* slot points to the decision node where the applied operator was initially chosen.

The problem and the generated annotated solution become a *case* in memory. The case corresponds to the search tree compacted into the successful path as a sequence of annotated decision nodes as presented in Figure 4.1.

### 4.1.3 The language

Within the fixed set of slots introduced in Figure 4.1, I designed a language to fill those slots, capturing the reasons known to the problem solver and also allowing the flexibility to annotate any additional external information. Chapter 7 discusses how this language is interpreted at replay time.

---

<sup>1</sup>Another benefit of storing explicitly the preconditions, adds, and deletes of the instantiated applied operators is to generate the partially ordered solution efficiently, as these explicitly represent the dependencies among the plan steps (see section 5.1).

**The choice slot** The value of the choice slot is either a literal representing a goal or an instantiated operator name.

Example:

```
:choice (at obj2 locB)           :choice (load-rocket obj1 locA)
```

**The sibling slots** The value of these slots is a list of alternatives (either goals or operators) each one attached to a list of the failures encountered and the size of their rooted subtrees, or the annotation that they were *not-tried*. The failures refer to the situations presented in section 3.3.1. They take values from the set {*no-relevant-ops*, *goal-loop*, and *state-loop*} with the corresponding goal arguments.

Example:

```
:sibling-goals (((inside obj1 rocket) not-tried 0))
:sibling-applicable-ops ((MOVE-ROCKET
                          (:no-relevant-ops (at rocket locA))
                          (:goal-loop (at obj1 locB)) 5)
```

**The subgoaling slots** The goal node slot *precond-of* is a list of pointers to the operator nodes for which this goal is one of their preconditions. The operator node slot *relevant-to* points to the goal that needs this operator to be applied in order for the goal to be achieved. (An operator may later prove to be relevant to more than one goal. However the operator is chosen as relevant to a unique goal. The possible other goals that are achieved when the operator is applied are seen as felicitous side effects.)

Example:

```
:precond-of (cn10 cn2)
:relevant-to cn3
```

**The why slots** The values for these slots, *why-subgoal*, *why-this-goal*, *why-apply*, and *why-this-operator* can be:

- select* followed by a select control rule name,
- prefer* followed by a prefer control rule name and the alternatives it was preferred over,
- reject* followed by a reject control rule name and the alternative that was rejected in favor of this one,
- case* followed by the case step name that suggested the selection of the step,
- function* followed by the function call and its arguments which are usually the bindings of an instantiated operator,
- why-user* followed by a function given by a user that may be tested at replay time.

It is the *why-user* value that allows a user to dictate selections and attach reasons for their selection.

Example:

```
:why-this-operator
  ((select operator pick-up-for-holding)
   (function (adjacent room1 room2)))
:why-this-goal (case case-test-22-3)
:why-apply (why-user (prefer-apply-p))
            (defun prefer-apply-p ()
              (if (applicable-ops-p)
                  (select decision apply)
                  (select decision subgoal)))
```

## 4.2 Formal description of the annotation procedure

Consider that the search nodes have the structure presented in Figure 4.1. The base level problem solver is extended with the ability to assign values to the slots of the decision nodes schemas. The annotations are done at search time when the justifications are available and the annotation procedures correspond only to additional bookkeeping. There is therefore a negligible effective time cost in extending the search procedures with that capability.

### 4.2.1 Annotating the subgoaling structure

Figure 4.2 extends the base level procedure **Pursue\_Active\_Search\_Path** as introduced in Figure 3.9. As presented in section 3.3, this procedure is responsible for committing to a new active search node from a set of possible children nodes. It is the crucial procedure that has access at search time to the reasons why decisions are made and particular search directions are pursued. This procedure is extended with the steps shown in Figure 4.2 that are boxed. The annotations to the goal, chosen operator, and applied operator nodes are done respectively, after steps 3, 12, and 15. Steps 3a-3c, steps 12a-12g, and steps 15a-15f annotate the justifications at the chosen operator decision nodes, the applied operator nodes, and the goal decision nodes, respectively. Steps 3a, 12a-b, and 15b-c store the alternative choices; steps 3b, 12c-d, and 15d-e record the reasons why the choices are made; steps 3c, and 15f annotate the subgoaling links between the goals and operators; and steps 12e-g keep the instantiated preconditions and effects of the applied operators.

---

**Input :** A search tree  $T = (N, E)$ , the active leaf node  $act$ , and the set of children nodes,  $children\_set$  returned by `Generate_Children`.

**Output :** A new active leaf node. As a side effect it annotates the pertinent search nodes with the reasons for the choice.

---

procedure **Pursue\_Active\_Search\_Path** ( $act, children\_set, T'$ ):

```

1. case  $act$ 
2.   goal node
3.      $new\_active\_leaf \leftarrow \text{Controlled\_Choice}(\text{operator}, children\_set, T')$ 
3a.   $\text{sibling-relevant-ops}(new\_active\_leaf) \leftarrow children\_set \setminus \{new\_active\_leaf\}$ 
3b.   $\text{why-this-operator}(new\_active\_leaf) \leftarrow \text{used-control}(\text{operator}, \text{bindings})$ 
3c.   $\text{relevant-to}(new\_active\_leaf) \leftarrow act$ 
4.   otherwise
5.      $\text{applicable\_ops} \leftarrow \{n \in children\_set: n \text{ is an applicable operator}\}$ 
6.      $\text{pending-goals} \leftarrow \{n \in children\_set: n \text{ is a goal}\}$ 
7.     if  $\text{applicable\_ops} \neq \emptyset$ 
8.       then  $\text{apply\_or\_subgoal} \leftarrow \text{Controlled\_Choice}(\text{apply\_or\_subgoal}, children\_set, T')$ 
9.         case  $\text{apply\_or\_subgoal}$ 
10.        apply
11.           $new\_active\_leaf \leftarrow \text{Controlled\_Choice}(\text{apply}, children\_set, T')$ 
12.           $\text{Apply\_Operator}(new\_active\_leaf)$ 
12a.   $\text{sibling-goals}(new\_active\_leaf) \leftarrow \text{pending-goals}$ 
12b.   $\text{sibling-applicable-ops}(new\_active\_leaf) \leftarrow \text{applicable\_ops} \setminus \{new\_active\_leaf\}$ 
12c.   $\text{why-apply}(new\_active\_leaf) \leftarrow \text{used-control}(\text{apply\_or\_subgoal})$ 
12d.   $\text{why-this-operator}(new\_active\_leaf) \leftarrow \text{used-control}(\text{applied-operator})$ 
12e.   $\text{preconds}(new\_active\_leaf) \leftarrow \text{get-preconds-slot}$ 
12f.   $\text{adds}(new\_active\_leaf) \leftarrow \text{new-state} \setminus \text{old-state}$ 
12g.   $\text{dels}(new\_active\_leaf) \leftarrow \text{old-state} \setminus \text{new-state}$ 
13.        subgoal
14.           $new\_active\_leaf \leftarrow \text{Controlled\_Choice}(\text{goal}, children\_set, T')$ 
15.        else  $new\_active\_leaf \leftarrow \text{Controlled\_Choice}(\text{goal}, children\_set, T')$ 
15a.  if is-a  $new\_active\_leaf$  goal node
15b.  then  $\text{sibling-goals}(new\_active\_leaf) \leftarrow \text{pending-goals} \setminus \{new\_active\_leaf\}$ 
15c.   $\text{sibling-applicable-ops}(new\_active\_leaf) \leftarrow \text{applicable\_ops}$ 
15d.   $\text{why-subgoal}(new\_active\_leaf) \leftarrow \text{used-control}(\text{apply\_or\_subgoal})$ 
15e.   $\text{why-this-goal}(new\_active\_leaf) \leftarrow \text{used-control}(\text{goal})$ 
15f.   $\text{relevant-to}(new\_active\_leaf) \leftarrow \text{needing-active-operators}(new\_active\_leaf)$ 
16. if  $new\_active\_leaf$ 
17.   then  $\text{Update\_Node\_Status}(new\_active\_leaf, T')$ 
18.   else  $\text{Backtrack\_Path}(T', act, \emptyset)$ 

```

---

**Figure 4.2:** Committing in the active search path with annotation of the justifications at the search decision nodes

### 4.2.2 Annotating the failures

The backtracking procedure introduced in Figure 3.10 is called when a failure or other termination reason is encountered for some search path. The procedure **Backtrack\_Path** is extended again with additional bookkeeping as shown in the steps boxed after step 9 in Figure 4.3.

---

**Input :** A search tree  $T = (N, E)$ , sets  $\mathcal{A}_N, \mathcal{F}_N, \mathcal{S}_N$  of the active, failed, and suspended search tree nodes,  $act$ , the active leaf node, the *termination\_reason* by which backtracking was invoked, and the set of children of  $act$ .  
**Output :** A new active leaf node, and an expanded search tree  $T' = (N', E')$ , with new sets  $\mathcal{A}_{N'}, \mathcal{F}_{N'}, \mathcal{S}_{N'}$ .

---

procedure **Backtrack\_Path** ( $N, E, \mathcal{A}_N, \mathcal{F}_N, \mathcal{S}_N, act, termination\_reason, children\_set$ )

```

1. case termination_reason
2.   no-relevant-operators
3.     new_active_leaf  $\leftarrow$  Backtrack_to_Dependent_Op (act,  $T$ )
4.   otherwise
5.     new_active_leaf  $\leftarrow$  Controlled_Backtrack (act,  $T$ )
6. if new_active_leaf
7. then  $\mathcal{A}_{N'} = \{n: n \text{ is in the path from the root to } new\_active\_leaf\}$ 
8.      $\mathcal{F}_{N'} = \mathcal{F}_N \cup children\_set \cup (\mathcal{A}_N \setminus \mathcal{A}_{N'})$ 
9.      $\mathcal{S}_{N'} = \mathcal{S}_N \setminus \{new\_active\_leaf\}$ 
    9a. abandoned_sibling  $\leftarrow$  Get_Abandoned_Sibling (new_active_leaf)
    9b. corresponding_sibling_slot (new_active_leaf)  $\leftarrow$  substitute in slot
        (abandoned_sibling, termination_reason, size_of_failed_subtree)
        for abandoned_sibling
10.else Exhaustive_Search_Failure
```

---

**Figure 4.3:** Backtracking in a search path of a problem solving search tree with annotation of the failure reasons at the search decision nodes

The new active leaf is encountered by the backtracking procedure by traversing the active search path up to the root. Backtracking stops when a search node is found where there are other alternatives not yet explored which satisfy the constraints imposed by the backtracking control knowledge, if there is any. The procedure **Get\_Abandoned\_Sibling** returns the sibling alternative corresponding to the path of the search that was just active and is now being abandoned. The termination reason is recorded in conjunction with the abandoned sibling alternative. The extended analogical problem solver also records the size of the abandoned subtree. This is a rough measure of the amount of failed search effort invested on exploring the sibling alternative. When the replay algorithm runs in an exploration mode, this measure guides the eventual exploration of failed alternatives. If a sibling alternative failed

after having explored, for example 80% of the complete search tree, it may not be a good idea to retry to explore that path. On the other hand if the cost of the failure is much smaller, say for example 10% of the complete search tree, then it may be worth exploring the failed alternative even when the justification for failure holds. A new failure in that path validates more strongly the lazy failure reason recorded, while a success refines the recorded failure reason to a more specific one.

### 4.3 An example in the extended-STRIPS domain

This section presents an example to illustrate some of the points of the automatic generation of an annotated case. The extended-STRIPS domain [Minton, 1988] consists of a set of rooms connected through doors. A robot can move around between the rooms carrying or pushing objects along. Doors can be locked or unlocked. Keys to the doors lay in rooms and can be picked up by the robot.<sup>2</sup> Figure 4.4 shows some simplified operators used in the example to be presented. As usual variables are in brackets and types are written in upper case.

The operator `GO-THRU` moves the robot through a doorway, and the operator `GOTO-OBJ` puts the robot next to an object when the robot and the object are in the same room. The operators `OPEN-DOOR` and `CLOSE-DOOR` open and close a door, respectively. A door may only be open if it is unlocked.

Figure 4.5 (a) shows the initial state and (b) the goal statement of an example problem from the extended-STRIPS domain, say problem *strips2-5*. The rooms are numbered at their corners and the doors are named according to the rooms they connect. Doors may be open, closed, or locked. In particular, `door24` connects the rooms 2 and 4 and is locked. The door `door34` is closed and, for example, `door12` is open. The number of the boxes can be inferred by the attached description of the initial state. Note that `box3` is in `room4`. The problem solver must find a plan to reach a state where `door34`, connecting `room3` and `room4`, is closed, and the robot is next to `box3`. The problem is simple to illustrate the complete generation of a case corresponding to a problem solving search episode.

Without any analogical guidance (or other form of control knowledge) the problem solver searches for a solution by applying its primitive means-ends analysis procedure. Figure 4.6 shows a search tree episode to solve the problem. According to the problem solving stepping procedure discussed in chapter 3, the search path is a sequence of goals, and operators chosen and applied. For example, node `cn2` is one of the user-given goal conjuncts, namely (`next-to robot box3`). From the

<sup>2</sup>The complete set of operators and inference rules for this domain is shown in [Carbonell *et al.*, 1992].



```

(OPERATOR GO-THRU
  (params
    (<roomx> ROOM)
    (<roomy>
      (and ROOM
        (adjacent <roomx> <roomy>))))
    (<door>
      (and DOOR
        (connects <door> <roomx> <roomy>))))
  (preconds
    (and
      (dr-open <door>)
      (inroom robot <roomx>)))
  (effects
    ((del (inroom robot <roomx>))
      (add (inroom robot <roomy>))
      (if ((<obj> OBJECT)
          (holding <obj>)
          ((del (inroom <obj> <roomx>))
            (add (inroom <obj> <roomy>)))))))

(OPERATOR OPEN-DOOR
  (params
    ((<room> ROOM)
      (<door>
        (and DOOR
          (door-to-room <door> <room>))))))
  (preconds
    (and
      (inroom robot <room>)
      (door-closed <door>)
      (~ (door-locked <door>))))
  (effects
    ((del (door-closed <door>))
      (add (door-open <door>))))

(OPERATOR GOTO-BOX
  (params
    ((<obj> BOX)
      (<room> ROOM)))
  (preconds
    (and
      (inroom <obj> <room>)
      (inroom robot <room>)))
  (effects
    ((add (next-to robot <obj>))
      (if ((<something> (or OBJECT DOOR))
          (next-to robot <something>)
          ((del (next-to robot <something>)))))))

(OPERATOR CLOSE-DOOR
  (params
    ((<room> ROOM)
      (<door>
        (and DOOR
          (door-to-room <door> <room>))))))
  (preconds
    (and
      (inroom robot <room>)
      (door-open <door>)))
  (effects
    ((del (door-open <door>))
      (add (door-closed <door>))))

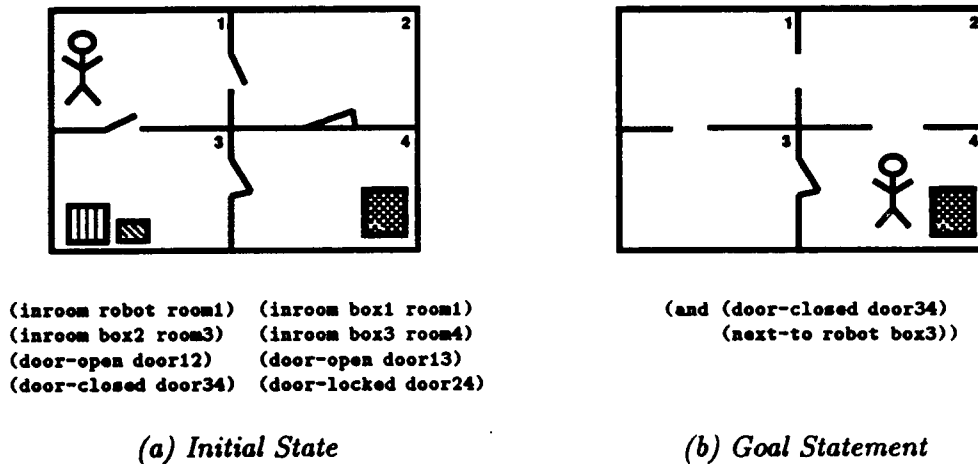
```

Figure 4.4: Some operators from the extended-STRIPS domain

set of operators shown in Figure 4.4 the problem solver identifies and instantiates the operator (goto-box box3) as a relevant one to that goal, as shown at node cn3. This operator cannot be applied immediately as one of its preconditions is not true, namely (inroom robot room4). This precondition becomes a new goal to achieve and is chosen at node cn4. The search proceeds until a solution is found. The final plan is the sequence of the applied nodes of the successful search path, namely the nodes cn8, cn11, cn12, cn15, cn16, cn17, corresponding to the solution (GO-THRU door13), (OPEN-DOOR door34), (GO-THRU door34), (CLOSE-DOOR door34), (GOTO-BOX box3), (\*FINISH\*).

Figure 4.7 shows schematically the complete successful solution path represented in a table. For simplicity of representation, the decision nodes are annotated only with their subgoal links.

As described above, NO LIMIT starts working on the goal (next-to robot box3) at node cn2, as the door34 is closed in the initial state. At node cn4, it subgoals



**Figure 4.5:** Example problem definition in the extended-STRIPS domain; The goal statement is a partial specification of the final desired state: the location of other objects and the status of other doors remains unspecified.

on getting the robot into room4. Now note that both room2 and room3 are adjacent to room4. By backward chaining, NOLIMIT finds these two alternatives as relevant operators to the goal (`inroom robot room4`), namely the operators (`go-thru door34`), shown as node `cn5`, or (`go-thru door24`). The latter fails as shown in Figure 4.6 in the failed subtree rooted at node `cn4`. Figure 4.8 (a) shows the complete annotated decision node `cn5` considering that NOLIMIT searched the alternative (`go-thru door24`) before pursuing the successful operator (`go-thru door34`). Note that `door24` is locked and there is no key for it in the initial state. In the search episode this failure corresponds to a subtree off of the finally successful node `cn4`. The analogical reasoner creates a case by annotating the successful path with its sibling failed alternatives. It attributes the reason of a failure to the last failed leaf of the searched subtree, and also other failed leaves whose termination reasons are meaningful in the final active search path.

After this failure, NOLIMIT pursues its search at node `cn5` as shown in Figure 4.6 and Figure 4.7. It alternates choosing the relevant operator for each goal, and applying it if all its preconditions are true in the state, or continuing subgoaling on a goal of the new goal set.

Node `cn13` is also worth remarking and Figure 4.8 (b) shows its expansion. At that search point NOLIMIT has the alternative of immediately applying the operator (`goto-box box3`), as it becomes applicable as soon as robot enters room4 at

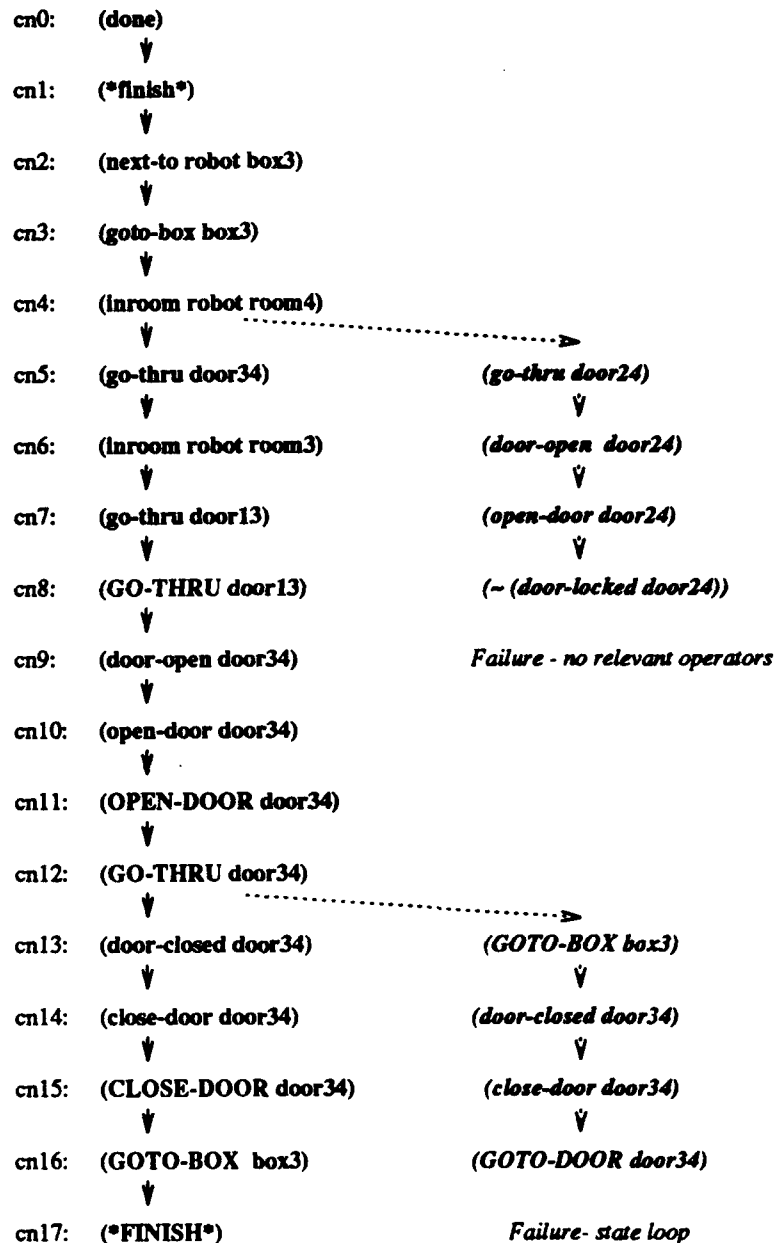


Figure 4.6: A search episode to solve the problem in Figure 4.5 represented as a search tree

node cn12, or subgoaling in the goal (door-closed door34) which became a goal when door34 was open at node cn11. Because NO LIMIT is a nonlinear planner with

Node type	Node number	:choice	:precond of	:relevant to
goal	cn0	(done)		
chosen-op	cn1	(*finish*)		cn0
goal	cn2	(next-to robot box3)	cn1	
chosen-op	cn3	(goto-box box3)		cn2
goal	cn4	(inroom robot room4)	cn3	
chosen-op	cn5	(go-thru door34)		cn4
goal	cn6	(inroom robot room3)	cn5	
chosen-op	cn7	(go-thru door13)		cn6
applied-op	cn8	(GO-THRU door13)		
goal	cn9	(door-open door34)	cn5	
chosen-op	cn10	(open-door door34)		cn9
applied-op	cn11	(OPEN-DOOR door34)		
applied-op	cn12	(GO-THRU door34)		
goal	cn13	(door-closed door34)	cn1	
chosen-op	cn14	(close-door door34)		cn13
applied-op	cn15	(CLOSE-DOOR door34)		
applied-op	cn16	(GOTO-BOX box3)		
applied-op	cn17	(*FINISH*)		

Figure 4.7: A simplified case corresponding to a solution to the problem in Figure 4.5; A case is an annotated successful problem solving episode.

<pre> Chosen-operator decision node cn5 :choice (go-thru door34) :sibling-relevant-ops   (((go-thru door24)     (:no-relevant-ops       (~ (door-locked door24)))))) :why-this-operator   ((function (adjacent room3 room4))    (function (connects door34 room3 room4))) :relevant-to cn4 </pre> <p>(a) Chosen operator node cn5</p>	<pre> Goal decision node cn13 :choice (door-closed door34) :sibling-goals nil :sibling-applicable-ops   (((GOTO-BOX box3)     (:state-loop))) :why-subgoal nil :why-this-goal nil :precond-of cn1 </pre> <p>(b) Goal node cn13</p>
---	--

Figure 4.8: Zoom of some justified decision nodes

the ability to fully interleave all the decisions at any search depth [Veloso, 1989, Rosenbloom *et al.*, 1990], it successfully finds the optimal plan to solve this problem. Figure 4.8 (b) represents this problem solving search situation where NOLIMIT explores first the eager choice of applying any applicable operator, namely the sibling-applicable-op (GOTO-BOX box3). This ordering however leads to a failure, as when returning back to close door34, after achieving (next-to robot box3), NOLIMIT encounters a state loop. It recognizes that it was in the same state before, and backtracks to the correct ordering, postponing the application of the operator (GOTO-BOX

box3), at node cn16, to after accomplishing the goal (door-closed door34).

Without guidance NOLIMIT explores the space of all possible attention foci and orderings of alternatives, and only after backtracking does it find the correct goal interleaving. The idea of compiling problem solving episodes is to learn from its earlier exploration and reduce search significantly by replaying the same reasoning process in similar situations.

## 4.4 Summary

This chapter presented the annotation procedure and illustrated it with an example. The work reported in this chapter involved:

- The elaboration of the model of the derivational trace with the identification of the appropriate data structures for the justifications underlying decision making in problem solving episodes.
- The extension of the base-level problem solver to compile justifications under a lazy evaluation approach. There is a negligible bookkeeping cost in the extension of the problem solver with the annotation capabilities.
- The specification of a flexible and precise language to express the justifications at the decision nodes.
- The resulting automated generation of a case as a search tree compacted into the decision nodes in the successful solution path. These are annotated with the justifications that resulted in the sequence of correct and failed decisions that lead to a solution to the problem.



## Chapter 5

# Automatic Storage of Cases

### *How to organize a case library?*

The previous chapter presented how the problem solver generates cases from the derivational trace of its problem solving search experience. A case is the final successful search path annotated with the justifications of the reasons the choices were made and a record of the failures encountered. This chapter introduces the next logical phase in the analogical reasoning process, namely how to store the episodic knowledge generated.

The goal statement and the initial state of a problem situation define the problem and should be used as indices for the solution case generated. A naïve approach may consider the goal statement and the complete initial state directly as indices.<sup>1</sup> This approach may be suited for simple one-goal problems where the initial state is specified with a reduced set of features. However, for complex problem solving situations with multiple goals and a very large number of literals in the initial state the indexing mechanism must be more sophisticated for the sake of the utility of the indices at retrieval time. I present the methods I developed for identifying a set of appropriate indices for complex (and simple) cases.

The chapter is organized in five sections. A complete case may be a concatenation of several independent subparts that can potentially be reused separately. The first section presents the algorithm to transform a totally ordered plan into a partially ordered one by analyzing the dependencies among the solution steps. The connected subgraphs of the resulting partially ordered graph correspond to the different sets of interacting goals. These sets are used as the goal indices for the case. Section 2

---

<sup>1</sup>In chapter 8, I show empirical results that compare this simple approach with the more elaborate indexing technique to be presented in this chapter.

shows how to identify an additional set of indices from the initial state. The algorithm determines the relevant features of the initial state with respect to the solution recorded in the case. Section 3 describes the resulting organization of the case library and illustrates it with an example. Section 4 summarizes formally the overall storage procedure. Finally section 5 concludes the chapter with a review of the main points of the storage mechanism.

## 5.1 Identifying the independent subparts of a case

As chapter 3 showed, NOLIMIT produces a solution to a problem as a totally ordered sequence of operators. Though totally ordered, these steps may not be completely dependent on each other. Identifying the true dependencies among the steps is equivalent to identifying the independent sub-solutions. I developed an algorithm to extract a partially ordered graph from the totally ordered solution to represent the ordering constraints that exist among the steps of the plan. The algorithm uses the instantiated solution and identifies a partially ordered instantiated solution, as opposed to using the episodic solution to generate the minimal set of generalized ordering constraints [Mooney, 1988].

Consider a partial order as a directed graph  $(V, E)$ , where  $V$ , the set of vertices, is the set of steps (instantiated operators) of the plan, and  $E$  is the set of edges (ordering constraints) in the partial order. Let  $V = \{op_0, op_2, \dots, op_{n+1}\}$ . A square matrix  $\mathcal{P}$  represents the graph, where  $\mathcal{P}[i, j] = 1$ , if there is an edge from  $op_i$  to  $op_j$ . There is an edge from  $op_i$  to  $op_j$ , if  $op_i$  must precede  $op_j$ , i.e.,  $op_i < op_j$ . The inverse of this statement does not necessarily hold, i.e., there may be the case where  $op_i < op_j$  and there is not an edge from  $op_i$  to  $op_j$ . The relation  $<$  is the *transitive closure* of the relation represented in the graph for the partial order. Without loss of generality, consider operators  $op_0$  and  $op_{n+1}$  of any plan to be the additional operators named *start* and *finish* (see chapter 3), represented in the figures below as  $s$  and  $f$ .

Figure 5.1 shows a simple example of a partial order. Legal orderings are, for example,  $(s, op_1, op_2, op_3, op_4, op_5, op_6, f)$ , or  $(s, op_1, op_5, op_2, op_6, op_3, op_4, f)$ , or  $(s, op_1, op_5, op_3, op_2, op_6, op_4, f)$ . The ordering  $(s, op_5, op_6, op_3, op_2, op_4, op_1, f)$  is not legal as  $op_1$  must precede  $op_2, op_3$ , and  $op_4$ .

### 5.1.1 Transforming a total order into a partial order

A plan step  $op_i$  necessarily precedes another plan step  $op_j$  if and only if  $op_i$  adds a precondition of  $op_j$ , or  $op_j$  deletes a precondition of  $op_i$ . For each problem, the start operator  $s$  adds all the literals in the initial state. The preconditions of the finish



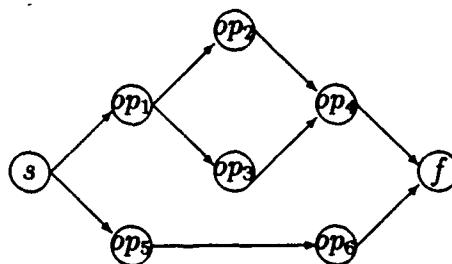


Figure 5.1: An example of a partially ordered plan

operator  $f$  are set to the user-given goal statement. Let the totally ordered plan  $\mathcal{T}$  be the sequence  $op_1, \dots, op_n$  returned by NOLIMIT as the solution to a problem. Figure 5.2 shows the algorithm to generate the partially ordered plan,  $\mathcal{P}$ , from this totally ordered one,  $\mathcal{T}$ .

Step 1 loops through the plan steps in the *reverse* of the execution order. Steps 2-4 loop through each of the preconditions of the operator, i.e., plan step. The procedure **Last\_Op\_Responsible\_For\_Precond** (one possible implementation is shown in Figure 5.7) takes a precondition as argument and searches from the operator  $op_i$ , back to, at most the operator  $s$ , for the first operator (*supporting\_operator*) that has the effect of adding that precondition. Note that one such operator must be found as the given  $\mathcal{T}$  is a solution to the problem (in particular the initial state is added by the operator  $s$ ). All the *supporting\_operators* of an operator  $op_i$  must precede it. The algorithm sets therefore a directed edge from each of the former into the latter. Step 5 checks if the operator being processed is the finish operator ( $op_{n+1}$ ). If that is the case, step 6 labels the edges in the graph from the *supporting\_operators* to the preconditions of the operator  $op_{n+1}$ . The procedure **Label\_Goal\_Edge** labels these edges with the added precondition, i.e., the user defined goal conjunct. This explicitly marks the operators directly responsible for achieving the goal statement.<sup>2</sup>

Steps 7-10 loop through each of the delete effects of the operator. The procedure **All\_Ops\_Needing\_Effect** searches for all the operators applied earlier in the solution, which need, i.e., have as a precondition, each delete effect of the operator. These are the *supported\_operators*. Steps 9-10 capture the precedence relationships by adding directed edges from each *supported\_operator* to the operator that deletes some of their preconditions.

Steps 11-14 guarantee that the primary adds of this operator are preserved in the partially ordered plan. An add effect is primary if it is in the subgoal chain of a

<sup>2</sup>This information is used to directly identify the goals corresponding to parts of the graph (see section 5.1.2).

---

**Input :** A totally ordered plan  $T = op_1, op_2, \dots, op_n$ , the start operator  $s (op_0)$  with add effects set to the initial state, and the finish operator  $f (op_{n+1})$  with preconditions set to the user given goal statement.

**Output :** A partially ordered plan represented as a directed graph  $\mathcal{P}$ .

---

procedure **Build\_Partial\_Order**( $T, s, f$ ):

1. for  $i \leftarrow (n + 1)$  down-to 1 do
  2.   for each *precond* in **Preconditions\_of**( $op_i$ ) do
  3.     *supporting\_operator*  $\leftarrow$  **Last\_Op\_Responsibile\_For\_Precond** (*precond*,  $s, i$ )
  4.     **Add\_Directed\_Edge** (*supporting\_operator*,  $op_i, \mathcal{P}$ )
  5.     if  $i = n + 1$
  6.       then **Label\_Goal\_Edge** (*supporting\_operator*,  $f, \mathcal{P}, \text{precond}$ )
  7.     for each *del* in **Delete\_Effects**( $op_i$ ) do
  8.       *supported\_operators*  $\leftarrow$  **All\_Ops\_Needing\_Effect** (*del*,  $i$ )
  9.       for each *supported\_operator* do
  10.          **Add\_Directed\_Edge** (*supported\_operator*,  $op_i, \mathcal{P}$ )
  11.     for each *add* in **Primary\_Adds** ( $op_i$ ) do
  12.       *adversary\_operators*  $\leftarrow$  **Ops\_Deleting\_Primary\_Add** (*add*,  $i$ )
  13.       for each *adversary\_operator* do
  14.          **Add\_Directed\_Edge** (*adversary\_operator*,  $op_i, \mathcal{P}$ )
  15.  $\mathcal{P} \leftarrow$  **Remove\_Transitive\_Edges**( $\mathcal{P}$ )
  16. Return  $\mathcal{P}$
- 

**Figure 5.2:** Building a partial order from a total order

user given goal conjunct. The procedure **Ops\_Deleting\_Primary\_Add** identifies the *adversary\_operators* that, earlier in the plan, delete a primary add. Any such operator cannot be performed after the current operator. Hence step 14 sets a directed edge from each *adversary\_operator* to the operator under consideration.

Finally, step 15 removes all the transitive edges of the resulting graph to produce the partial order. Every directed edge  $e$  connecting operator  $op_i$  to  $op_j$  is removed, if there is another path that connects the two vertices. The procedure **Remove\_Transitive\_Edges** tentatively removes  $e$  from the graph and then checks to see whether vertex  $op_j$  is reachable from  $op_i$ . If this is the case, then  $e$  is removed definitively, otherwise  $e$  is set back in the graph. Step 16 returns the partial order generated.

If  $n$  is the number of operators in the plan,  $p$  is the average number of precon-

ditions,  $d$  is the average number of delete effects, and  $a$  is the average number of add effects of an operator, then steps 1-14 of the algorithm **Build\_Partial\_Order** run in  $O((p + d + a)n^2)$ . Note that the algorithm takes advantage of the given total ordering of the plan, by visiting, at each step, only earlier plan steps. The final procedure **Remove\_Transitive\_Edges** runs in  $O(e)$ , for a resulting graph with  $e$  edges [Aho *et al.*, 1974]. Empirical experience with test problems shows that the algorithm **Build\_Partial\_Order** runs in meaningless time compared to the search time to generate the input totally ordered plan.

### An example

I now illustrate the algorithm running in the simple *ONE-WAY* rocket problem introduced in section 3.4. NO LIMIT returns the totally ordered plan  $T = (\text{LOAD-ROCKET obj1 locA}), (\text{LOAD-ROCKET obj2 locA}), (\text{MOVE-ROCKET}), (\text{UNLOAD-ROCKET obj1 locB}), (\text{UNLOAD-ROCKET obj2 locB})$ . Let  $op_i$  be the  $i$ th operator in  $T$ . Figure 5.3 shows the partial order generated by the algorithm, before removing the transitive edges. As previously seen, the goal of the problem is the conjunction (and (at obj1 locB) (at obj2 locB)). These two predicates are added by the UNLOAD steps, namely  $op_4$  and  $op_5$ . The edges labeled "g" show the precedence requirement between  $op_4$  and  $op_5$ , and the finish operator  $f$ . The numbers at the other edges in Figure 5.3 represent the order by which the algorithm introduces them into the graph.

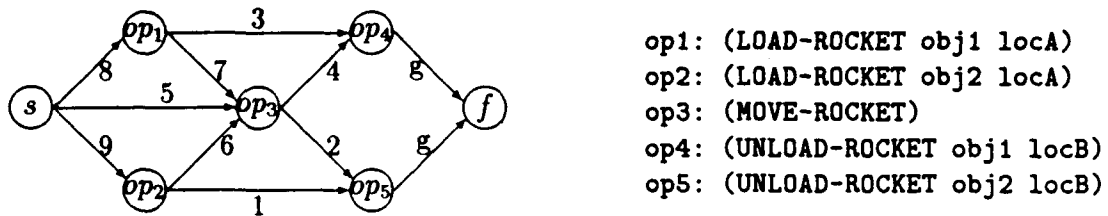


Figure 5.3: Partial order with transitive edges

As an example of some of the steps of the algorithm, note that while processing  $op_5$ , namely (UNLOAD-ROCKET obj2 locB), step 3 sets the edges 1 and 2, as the preconditions of  $op_5$ , namely (inside obj1 ROCKET) and (at ROCKET locB) (see Figure 3.3), are added by  $op_2$  and  $op_3$  respectively. When processing  $op_3$ , (MOVE-ROCKET), edge 5 is set because  $op_3$ 's precondition, (at ROCKET locA), is in the initial state. The edges 6 and 7 are further set by step 10, because  $op_3$  deletes (at ROCKET locA) that is needed (as a precondition) by the earlier steps  $op_1$  and  $op_2$ . Step 15 removes the transitive edges, namely edges 1, 3, and 5. The resulting graph is returned as the final partial order.

### 5.1.2 Goal indices

The partially ordered graph as generated by the algorithm of Figure 5.2 is a graph with one unique connected component as all the vertices are connected through the start and finish vertices. These nodes are introduced however for uniformity purposes for the algorithm and are not directly part of the final solution. Consider that the remaining operators of the plan are named the *effective operators*. The independent subparts of the solution are the different connected subgraphs of the partially ordered graph of the effective operators. Each subpart achieves a subset of the conjuncts of the initial goal statement. The goals in each subset *interact* with respect to the particular plan encountered.

**Definition 1** Interacting goals with respect to a particular plan:

Given

- the conjunctive goal  $\mathcal{G} = G_1, G_2, \dots, G_k$ , and
- the set of connected subgraphs  $\mathcal{P}_c = (V_c, E_c)$  of the effective partially ordered plan  $\mathcal{P}$ ,

let  $op_{G_i}$  be the operator in some  $V_c$  that is responsible for achieving the goal  $G_i$ , i.e., the last operator to add the goal  $G_i$ .

Two goals  $G_i, G_j$  interact with respect to the solution  $\mathcal{P}$ , iff the operators  $op_{G_i}$  and  $op_{G_j}$  are in the same connected subgraph, i.e.,  $\exists s : (op_{G_i} \in V_c) \wedge (op_{G_j} \in V_c)$ .

A particular problem may have many different solutions. These solutions may differ in the set of operators in the plan. Definition 1 captures goal dependencies of a particular solution found. If the ordering constraints between achieving two goals are domain dependent, then all the solutions to a particular problem will have the two goals interacting. On the other hand the dependencies may be the result of a particular problem solving path explored. In this case for some solutions the goals may interact and for some others they may not.

To illustrate this difference, I discuss different plans, some with ordering constraints that are domain dependent, and others with domain-independent ordering constraints. In the *one-way rocket* domain, the goals of moving two objects to a different location interact, because the rocket can only move once. This is an interaction that is dependent on the domain definition. The *machine-shop scheduling* domain [Carbonell *et al.*, 1992] also constraints that holes in parts must be drilled before parts are polished, as the drilling operator deletes the shining effect. In this domain, the goals of polishing and making a hole in a part interact again due to the domain definition. In this same domain, when two identical machines are available to achieve two identical goals, these goals may interact, if the problem solver chooses to use just one machine to achieve both goals, as it will have to wait for the machine

to be idle. If the problem solver uses the two machines instead of just one, then the goals do not interact. There is a variety of equivalent examples in the logistics transportation domain. In general it is not clear what use of resources is overall the best. As an example, in the logistics domain, suppose that the problem solver assumes that the same truck (or airplane) must be used when moving objects from the same location into the same (or close) destiny. This becomes however more complicated to generalize if there are capacity constraints for the carriers and the objects have different sizes. These examples motivate the complexity of handling goal interactions when the problem solver can find several solutions to a problem. [Pérez, 1992] is a current research effort on learning control knowledge to improve the quality of the plans generated by the problem solver.

Figure 5.4 shows the overall procedure that determines the sets of interacting goals that index the independent subparts of a case.

---

**Input :** A partially ordered plan  $\mathcal{P}$  expressed as an adjacency matrix of a directed graph  $(V, E)$ , with  
 $V = \{op_0, op_2, \dots, op_{n+1}\}$ , where  $\mathcal{P}[i, j] = 1$ , if there is an edge from  $op_i$  to  $op_j$ , and the initial goal statement  $\mathcal{G} = G_1, G_2, \dots, G_k$ .  
**Output :** The set of interacting goals.

---

procedure **Find\_Interacting\_Goals**( $\mathcal{P}, \mathcal{G}$ ):

1.  $\mathcal{P}_{1,n} \leftarrow$  submatrix of  $\mathcal{P}$  with rows and columns 1 through  $n$
  2.  $connected\_components \leftarrow$  **Find\_Connected\_Subgraphs**( $\mathcal{P}_{1,n}$ )
  3.  $set\_interacting\_goals \leftarrow \emptyset$
  4. for each *component* in *connected\_components* do
  5.      $interacting\_goals \leftarrow \emptyset$
  6.     for each  $v$  in *component* do
  7.          $goal\_edge\_label \leftarrow$  **Get\_Goal\_Edge\_Label** ( $v, op_{n+1}$ )
  8.         if  $goal\_edge\_label$
  9.             then  $interacting\_goals \leftarrow interacting\_goals \cup \{goal\_edge\_label\}$
  10.      $set\_interacting\_goals \leftarrow set\_interacting\_goals \cup \{interacting\_goals\}$
  11. Return  $set\_interacting\_goals$
- 

**Figure 5.4:** Finding the set of interacting goals

The procedure **Find\_Interacting\_Goals** in Figure 5.4 gets as an argument the partially ordered solution which represents the constraints on the ordering of the plan steps. This partial order is generated by the algorithm shown in Figure 5.2 which returns the partial order as a matrix  $\mathcal{P}$ . Step 1 sets the submatrix  $\mathcal{P}_{1,n}$  representing

the dependencies among the effective steps of the plan after removing the operators  $s$  and  $f$ .

Step 2 finds the connected components of the directed graph  $\mathcal{P}_{1,n}$  using a depth-first search algorithm to find the spanning forest of an undirected graph [Aho *et al.*, 1974]. (The directed graph  $\mathcal{P}_{1,n}$  is converted into an undirected graph by making all edges indirect.) The complexity of this step is  $O(\max(n, e))$  [Aho *et al.*, 1974] where  $n$  is the number of vertices, i.e., the number of steps in the plan and  $e$  is the number of edges, i.e., the dependencies among the plan steps. The remaining steps of the algorithm compute the set of interacting goals from the set of connected components. The algorithm in Figure 5.2 to build the partially ordered solution labeled the edges between the operators that achieve the user-given goal statement and the finish operator ( $op_{n+1}$ ), with the particular goal conjunct that each operator achieves (see steps 5-6 of the algorithm in Figure 5.2). Steps 6-9 of the algorithm **Find\_Interacting\_Goals** use this labeling information to determine which goals are achieved by each connected component.

The complexity of the overall algorithm is determined by the complexity of step 2 as the other steps perform constant access operations for each connected component of the graph. The maximum number of connected components is  $k$  which is the number of goal conjuncts in the goal statement  $\mathcal{G}$ . The complexity of step 2 is  $O(\max(n, e))$  where  $e$  is the number of edges, and  $n$  the number of vertices of the partial graph. The complexity of the algorithm above is therefore  $O(\max(n, e, k))$ .

## 5.2 Identifying the relevant initial state

In addition to the goal statement a problem is specified in terms of an initial state. This initial state also characterizes the case to be stored and should be used to index it. Given the specification of a problem solving situation it is commonly asked what are the important (or *relevant*) features of the initial state in order to achieve the goal statement. This set of relevant features are the ones that are used as indices to the case. There are two reasons why it is useful to reduce the set of features of the initial state to the set of relevant features:

1. The set of relevant features represents more accurately the semantic dependencies between the initial state and the goal statement (as the remaining features are not used to achieve the goal).
2. The set of relevant features is a subset of the total set of features. Therefore the case is indexed by a more specific set of features and the retrieval procedure

compares a new problem solving situation against a smaller set of features becoming therefore more efficient.

This section presents a method to automatically identify the relevant features of the initial state.

### 5.2.1 Disambiguating the notion of "relevant"

In order to solve the issue of identifying the relevant features of the initial state, I claim the following fact which allows the unambiguous definition of the notion of an initial state feature being *relevant* to achieve the goal statement.

- The relevant initial state is not only a function of the goal statement but it is also a function of the particular solution found to achieve that goal statement.

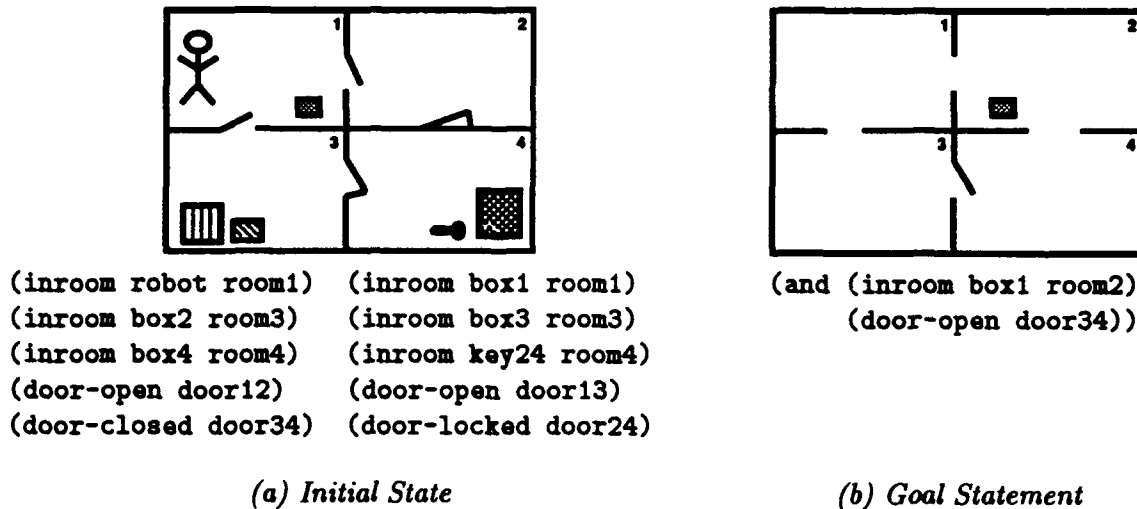
The following example illustrates this claim. Consider Figure 5.5 which shows in (a) the initial state and in (b) the goal statement of an example problem from the extended-STRIPS domain, say problem *strips2-17*.<sup>3</sup> The rooms are numbered at their corners and the doors are named according to the rooms they connect. Doors may be open, closed, or locked. In particular, *door24* connects the rooms 2 and 4 and is locked. The door connecting the rooms 3 and 4, *door34*, is closed and, for example, *door12* is open. The number of the boxes can be inferred by the attached description of the initial state. Note that *box1* is in *room1*. The problem solver must find a plan to reach a state where *door34* is open, and *box1* is in *room2*.

Assume that NOLIMIT solves the problem in Figure 5.5 by pushing *box1* from *room1* into *room2*, and then going to *room3* back through *room1* to open the door *door34*. The actual solution searched and found would be the plan shown in Figure 5.6 (a1).

In this way of solving the problem, for example, *key24* for the locked *door24* does not play any role in reaching a solution. This door is therefore not a *relevant* literal in the initial state if this particular problem solving episode is to be replayed. Also the other three boxes in the initial state, *box2*, *box3*, and *box4*, are not used to achieve the goal. Figure 5.6 (a2) shows the set of literals in the initial state that are relevant to each particular goal conjunct for this particular solution. The initial state is *foot-printed* according to the goal conjuncts and the solution found, i.e., each literal in the initial state is associated with the list of goals that it contributed to achieve.

However NOLIMIT could have encountered a different solution to this problem, namely to push *box1* along on its way to door *door34*, open it, and push *box1* through

<sup>3</sup>Problems are named for the purpose of identifying them when the organization of the case library is illustrated (see section 5.3).



**Figure 5.5:** Problem situation in the extended-STRIPS domain (*strips2-17*); The goal statement is a partial specification of the final desired state: the location of other objects and the status of other doors remains unspecified.

door24 into room2, after unlocking this door. The actual solution searched and found would be the plan shown in Figure 5.6 (b1). In this way of solving the problem, for example, *key24* for the locked door24 is a *relevant* literal in the initial state of this problem if this problem solving episode is to be replayed. Figure 5.6 (b2) shows the actual foot-print of the initial state for this solution.

This example illustrates the idea that the concept of a feature being relevant to a particular goal is not an ambiguous notion if defined with respect to a particular solution.

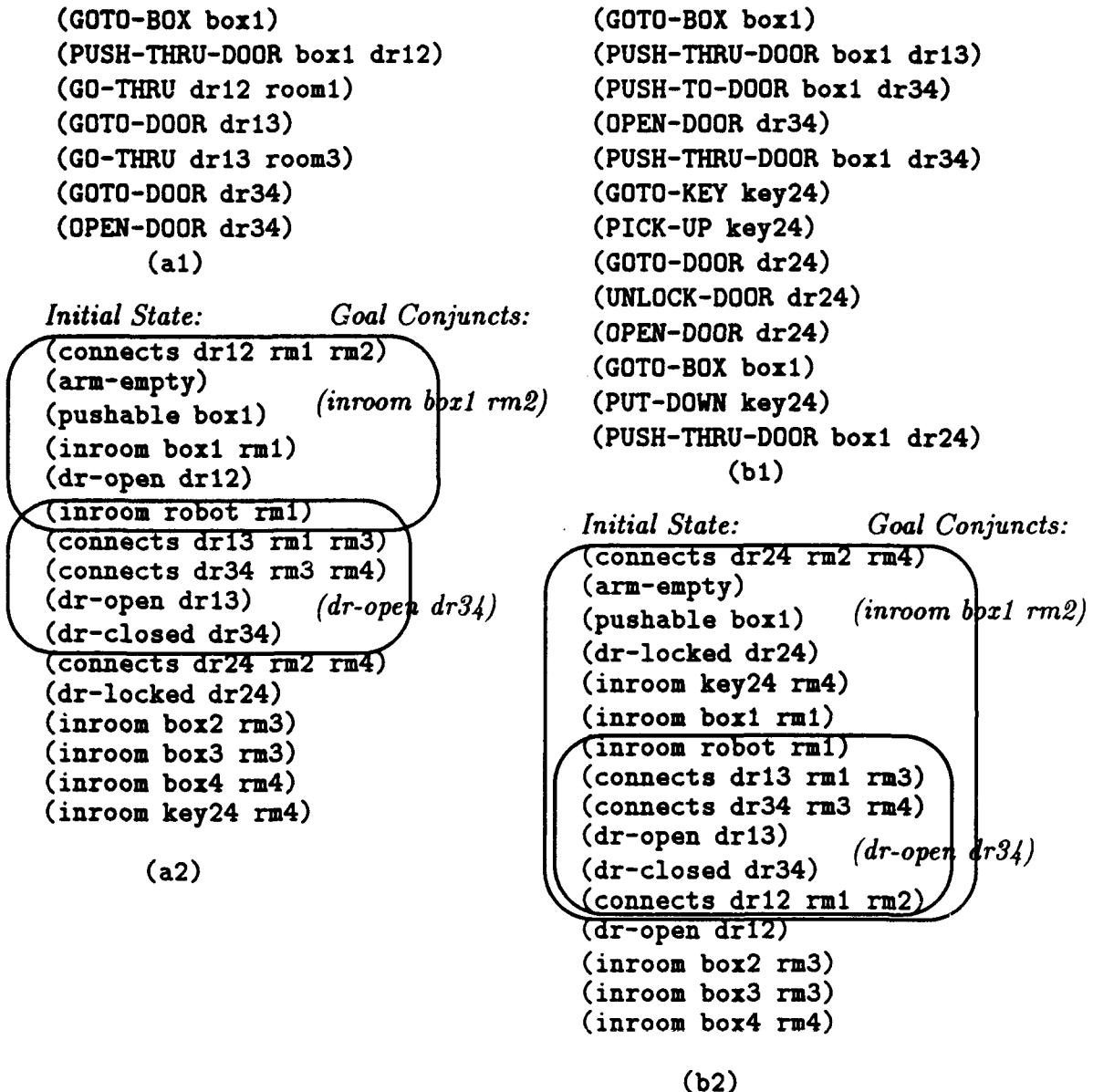
### Definition 2 Relevant features of the initial state:

Given an initial state  $S = s_1, s_2, \dots, s_m$ , the conjunctive goal  $G = G_1, G_2, \dots, G_k$ , and a particular plan  $T = op_1, op_2, \dots, op_n$ , the literal  $s_i$  is *relevant* to the problem situation with respect to the solution  $T$ , iff  $s_i$  is in the foot-print of some goal conjunct  $G_j$ , i.e., iff  $s_i$  contributes to achieve the goal  $G_j$  in the plan  $T$ .

The foot-printed features of the initial state are instantiated and identified from the final solution. This is similar to the chunking process in SOAR [Laird *et al.*, 1986]. Chunking happens at each problem solving impasse instead of just at the end of the problem solving episode as in the foot-printing process.

The next section formally introduces the procedure to automatically generate the foot-printed initial state from the derivational trace of the plan.





**Figure 5.6:** Two different solutions for the problem in Figure 5.5: Plans (a1), (b1), and their corresponding foot-printed initial states (a2) and (b2)

### 5.2.2 Foot-printing the initial state

The algorithm in Figure 5.7 uses the derivational trace to identify the set of *weakest preconditions* necessary to achieve each goal conjunct of the goal statement. Then

recursively the algorithm creates the *foot-print* of a user-given goal conjunct by doing a goal regression, i.e., projecting back its weakest preconditions into the literals in the initial state [Waldinger, 1981, Mitchell *et al.*, 1986]. The literals in the initial state are *categorized* according to the goal conjunct they contributed to achieve. This episodic goal regression acts as a lazy explanation of the successful path [Cain *et al.*, 1991, Hickman and Larkin, 1990, Pazzani, 1990] It also emphasizes a goal oriented behavior [Kedar-Cabelli, 1985, Hammond, 1989], by focusing only on the goal-relevant portions of the initial state according to the stored derivational trace.

---

**Input :** A totally ordered plan  $T = op_0, op_1, \dots, op_n, op_{n+1}$ , and the goal statement  $G = G_1, G_2, \dots, G_k$ .  
**Output :** The foot-printed initial state.

---

procedure **Foot\_Print\_Initial\_State**( $T, G$ ):

1. for  $i = 1$  to  $k$  do
2.    $op_r \leftarrow \text{Last\_Op\_Responsible\_For\_Precond}(G_i, n)$
3.   **Recursively\_Foot\_Print** ( $G_i, G_i$ , preconds ( $op_r$ ),  $op_r$ )

procedure **Last\_Op\_Responsible\_For\_Precond** ( $goal, i$ )

1.  $op_a \leftarrow \text{nil}$
2.  $op\_count \leftarrow i$
3. while (not  $op_a$ )
4.   if (or (and (positive-goal-p  $goal$ ) ( $goal \in \text{adds}(op_{op\_count})$ ))  
           (and (negative-goal-p  $goal$ ) ( $goal \in \text{dels}(op_{op\_count})$ ))))
5.   then  $op_a \leftarrow op_{op\_count}$
6.   else  $op\_count \leftarrow op\_count - 1$
7. Return  $op_a$

procedure **Recursively\_Foot\_Print** ( $user\_goal, literal, set\_of\_preconds, op_r$ )

1. if  $r = 0$
  2.   then **Set\_Foot\_Print** ( $literal, user\_goal$ )
  3.   else for each  $precond \in set\_of\_preconds$  do
  4.      $op_a \leftarrow \text{Last\_Op\_Responsible\_For\_Precond}(precond, r)$
  5.     **Recursively\_Foot\_Print** ( $user\_goal, precond$ , preconds ( $op_a$ ),  $op_a$ )
- 

**Figure 5.7:** Foot-printing the initial state

The algorithm in Figure 5.7 uses the totally ordered plan as a list of the annotated applied operator decision nodes of the case. As presented in section 4.1.2, these nodes

have annotated slots with the corresponding lists of preconditions, additions, and deletions to the state, which are returned respectively by the access slot functions **preconds**, **adds**, and **dels**. Remember that **adds**( $op_o$ ) returns the initial state  $S$ , and **preconds**( $op_{n+1}$ ) returns the goal statement  $G$ .

Step 2 of the procedure **Foot\_Print\_Initial\_State** finds the operator responsible,  $op_r$ , for adding each goal conjunct  $G_i$ . The procedure **Last\_Op\_Responsible\_For\_Precond** follows the solution from the operator begin analyzed back to the initial operator  $op_o$ , and stops when it finds an operator that adds the goal (or deletes it, in case of a negated goal). Notice that the procedure terminates always successfully because the given  $T$  is a solution to the problem. Therefore each goal is added by some previous operator in the plan. The procedure **Recursively\_Foot\_Print** implements the goal regression and sets the foot-printed initial state literals for each goal conjunct, *user\_goal*, from the user-given goal statement.

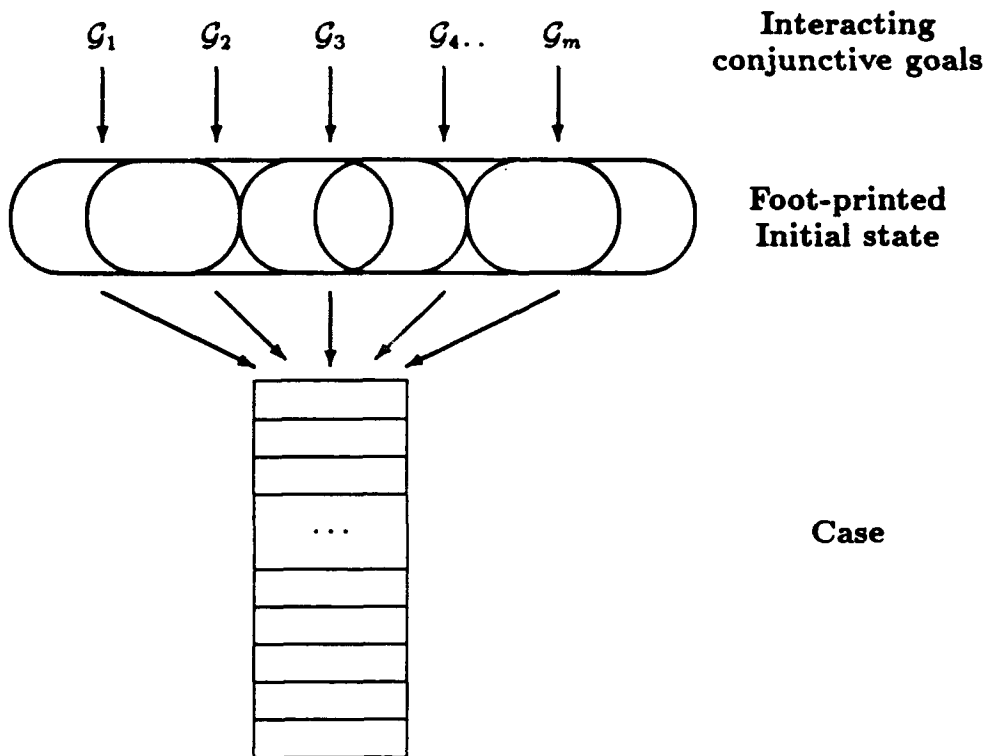
The algorithm **Foot\_Print\_Initial\_State** runs in polynomial time in the length of the plan. The procedure **Last\_Op\_Responsible\_For\_Precond**, if implemented as shown above, makes the overall algorithm run in  $O(n^2)$ . An alternative implementation where additional bookkeeping is done at search time, accomplishes the same procedure in constant time. Every time an operator is applied, the problem solving algorithm attaches links from the literals added (deleted) by the operator to the operator. Literals are themselves linked to goal decision nodes, and these pointers to the adding operators are stored attached to the preconditions of the applied operator nodes. For that implementation, the procedure **Last\_Op\_Responsible\_For\_Precond** returns the last operator adding a precondition in constant time, i.e., the access slot time added to the time of returning the maximum index of the operators in the slot, as more than one operator may add the same precondition and the procedure returns only the last one. The complexity of the overall algorithm is then  $O(pn)$ , where  $p$  is the total number of preconditions.

### 5.3 Organization of the case library

The previous sections presented the algorithms to identify the set of appropriate indices in terms of the goal statement and initial state. The goal statement  $G$  is partitioned into the sets of interacting goals, say  $G_i$ . The initial state is foot-printed for the different goal conjuncts. Definition 3 introduces the foot-printed initial state of a set of interacting goals.

**Definition 3** Foot-printed initial state for a set of interacting goals:

*The foot-printed initial state for a set of interacting goals is the union of the foot-printed initial states for each individual goal in the set.*



**Figure 5.8:** *Interacting goals and foot-printed initial state used as the case indices*

Figure 5.8 summarizes the previous sections by sketching a case multiply indexed by the sets of interacting goals and the corresponding foot-printed initial states. The goal statement  $\mathcal{G}$  is partitioned into  $m$  sets of interacting goals,  $G_i, i = 1, \dots, m$ . The subgoal links annotated at the case steps identify the set of steps of the case that achieve a particular set of interacting goals  $G_i$ . As will be presented in chapter 7, the replay mechanism may reuse only subparts of a case indexed by a particular set of interacting goals by following those subgoal links, ignoring the steps of the case that are not related to that set of goals.

After the identification of the appropriate set of indices for a case, this section presents the data structures that support the indexing of the cases in the case library. The data structures are presented to support the efficient access to the case library.<sup>4</sup>

<sup>4</sup>The reader may skip this section on a first pass through the thesis and return to it after getting familiar with the overall storage and retrieval procedures.

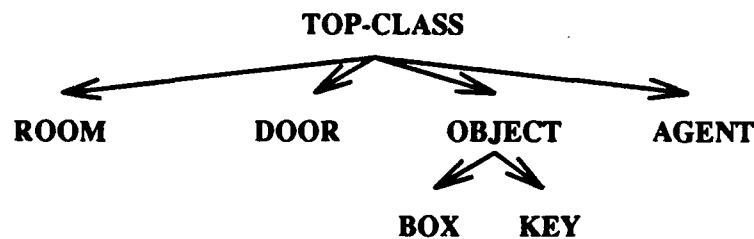
### 5.3.1 Parameterizing the problem solving situation

The analogical reasoner does not perform an eager generalization of the problem solving episode. The problem solving episode is however parameterized to facilitate the substitution of roles among similar situations.

**Definition 4 Parameterized literal:**

*A parameterized literal (either from the goal statement or from the foot-printed initial state) is a literal where its arguments are converted into variables of the corresponding immediate class in the type hierarchy.*

For example, consider Figure 5.9 which shows the type hierarchy of the extended-STRIPS domain.



**Figure 5.9:** The class hierarchy in the extended-STRIPS domain

The name of each variable is a concatenation of the class of the variable and some arbitrary number. At retrieval time variables are bound to objects of the same class. Some examples of parameterized goals follow:

Examples:

```

(door-open dr12)      -> (door-open <door54>)
(inroom key24 rm2)    -> (inroom <key27> <room7>)
((inroom key24 rm2) (inroom box2 rm2)) ->
    ((inroom <key27> <room7>) (inroom <box63> <room7>))
(next-to robot box3) -> (next-to <agent13> <box59>)
  
```

A literal can be further parameterized to the classes of its arguments as shown in definition 5.

**Definition 5 Class-parameterized literal:**

*A class-parameterized literal is a literal with its arguments replaced by their immediate class names.*

**Examples:**

```

(door-open dr12) -> (door-open DOOR)
((inroom key24 rm2) (inroom box2 rm2)) ->
      ((inroom KEY ROOM) (inroom BOX ROOM))
(next-to robot box3) -> (next-to AGENT BOX)

```

Note that the class parameterization loses the information of the particular relationships among the arguments of the literals. In the second example above, `((inroom key24 rm2) (inroom box2 rm2))` is class-parameterized to `((inroom KEY ROOM) (inroom BOX ROOM))` missing the information that it is the key and the box are in the same room, `rm2`.

These two levels of parameterization are used to effectively prune the set of candidate analogs. In particular, at retrieval time, the comparison at the class parameterization level selects the set of cases that unify in terms of the arguments class (see chapter 6).

### 5.3.2 The goal statement indexing structures

The several data structures that implement the goal and initial state indexing are designed to answer efficiently different requests from the analogical reasoner. Chapter 6 presents a detailed analysis of the efficiency resulting from these data structures. This and the next sections introduce the data structures used and briefly present the requests from the analogical reasoner that benefit from these particular data structures.

- \*CLASS-GOAL-PARAMETERIZED-GOAL\*** This hash table associates the class-parameterized goals with a list of the corresponding parameterized goals.
- \*PARAMETERIZED-GOAL-INITIAL-STATE\*** This hash table associates the parameterized goals with the discrimination network (see section 5.3.3) that stores the initial state pointers to all the cases that solved a problem with those parameterized goals.
- \*GOAL-INTERACTIONS\*** This vector stores, at position *i*, a list of the class-parameterized goals with *i* many conjuncts.
- \*CLASS-GOAL-PROBLEM\*** This hash table associates with the individual class-parameterized goals the list of problems that solved a corresponding instantiated goal.

**Illustrating example** As an example consider the problem *strips2-5* shown in Figure 4.5 with goal statement `(and (door-closed door34) (next-to robot box3))` and consider that in the case to be stored the two goals interact. Consider also problem *strips2-17* shown in Figure 5.5 with goal statement `(and (door-open door34) (inroom box1 room2))` and consider again that the two goals interact. For the purpose of better illustration, consider an additional problem *strips3-9* with goal statement `(and (next-to robot box4) (inroom box4 room1) (door-closed door12))`. Assume that the solution found to this problem breaks the goal statement into two sets of interacting goals, namely `{(door-closed door12), (next-to robot box4)}` and `{(inroom box4 room1)}`. Figure 5.10 summarizes the three problems.

<i>Interacting goals</i>	<i>Parameterized</i>	<i>Class-Parameterized</i>
<code>((door-closed door34) (next-to robot box3))</code>	<code>((door-closed &lt;door57&gt; (next-to &lt;agent13&gt; &lt;box7&gt;))</code>	<code>((door-closed DOOR) (next-to AGENT BOX)</code>
<code>((door-open door34) (inroom box1 room2))</code>	<code>((door-open &lt;door39&gt; (inroom &lt;box24&gt; &lt;room44&gt;))</code>	<code>((door-open DOOR) (inroom BOX ROOM))</code>
<code>((door-closed door12) (next-to robot box4) (inroom box4 room1))</code>	<code>((door-closed &lt;door57&gt; (next-to &lt;agent13&gt; &lt;box7&gt;)) (inroom &lt;box25&gt; &lt;room78&gt;))</code>	<code>((door-closed DOOR) (next-to AGENT BOX)) (inroom BOX ROOM))</code>

Figure 5.10: Parameterized goals in the example problems, *strips2-5*, *strips2-17*, and *strips3-9*

The problems are inserted into the case library in the order *strips2-5*, *strips2-17* and *strips3-9*. The parameterization of the last problem *strips3-9* uses the same variables that are used in the first problem *strips2-5* because they share a set of interacting goals. The algorithm that assigns the variables to the goal statement accesses the `*CLASS-GOAL-PARAMETERIZED-GOAL*` hash table to match with identical previously stored problems.

Figure 5.11 (a) shows the contents of the hash table `*CLASS-GOAL-PARAMETERIZED-GOAL*` after the three problems are inserted. Note that this situation is very simple and is considered just for illustration of the data structures.

Figure 5.11 (b) shows the contents of the hash table `*PARAMETERIZED-GOAL-INITIAL-STATE*`. The parameterized goals are associated with the discrimination networks that store the indexing foot-printed initial state. In particular note that `'state-net-1'` stores the indices for two cases, namely problem *strips2-5* and *strips3-9*. Note that the goal conjunct is sorted alphabetically.

Figure 5.11 (c) shows the contents of the vector `*GOAL-INTERACTIONS*`. There are two two-goal interacting cases and one one-goal.

<i>Class-parameterized</i>	<i>Parameterized goals</i>
((door-closed D00R) (next-to AGENT BOX))	((door-closed <door57> (next-to <agent13> <box7>)))
((door-open D00R) (inroom BOX D00R))	((door-open <door39> (inroom <box24> <room44>)))
((inroom BOX ROOM))	((inroom <box25> <room78>)))

(a) \*CLASS-GOAL-PARAMETERIZED-GOAL\*

<i>Parameterized goals</i>	<i>State-net-names</i>
((door-closed <door57> (next-to <agent13> <box7>)))	"state-net-1"
((door-open <door39> (inroom <box24> <room44>)))	"state-net-2"
((inroom <box25> <room78>)))	"state-net-3"

(b) \*PARAMETERIZED-GOAL-INITIAL-STATE\*

<i>No. of interactions</i>	<i>List of class-parameterized goals</i>
1	((inroom BOX ROOM))
2	((door-closed D00R) (next-to AGENT BOX)) ((door-open D00R) (inroom BOX ROOM))

(c) \*GOAL-INTERACTIONS\*

<i>Class-parameterized</i>	<i>Problems</i>
(door-closed D00R)	(strips2-5 strips3-9)
(next-to AGENT BOX)	(strips2-5 strips3-9)
(inroom BOX ROOM)	(strips2-17 strips3-9)
(door-open D00R)	(strips2-17)

(d) \*GOAL-PROBLEM\*

Figure 5.11: Indexing data structures

Figure 5.11 (d) shows the relevant entries of the hash table \*GOAL-PROBLEM\* after problems *strips2-5*, *strips2-17*, and *strips3-9* are stored into memory. For example, the hash key (inroom BOX ROOM) has value the list (strips2-17 strips3-9), because these two problems have an instantiation of that literal in their goal statement, respectively (inroom box1 room2) and (inroom box4 room1).



**The retrieval procedure benefits from these data structures** The organization of memory is functionally dictated by the needs of the other modules of the analogical reasoner. In particular the case library is accessed to retrieve similar problem solving episodes that the replay procedure should be able to use in order to reduce its search space. Therefore in the next chapters 6 and 7 it becomes clear why the particular data structures are chosen.<sup>5</sup> In a nutshell the retrieval procedure accesses the vector *\*GOAL-INTERACTIONS\** to find the potential goals that can guide a subset of the new goals. From the list of goals returned by this hash table the retrieval procedure accesses the *\*CLASS-GOAL-PARAMETERIZED-GOAL\** for the possible set of goals that match their arguments at the class level. This hash table returns the parameterized goals that the retriever matches against the new goals. It then proceeds to match the initial state in the adequate state network returned by accessing the hash table *\*PARAMETERIZED-GOAL-INITIAL-STATE\**. The underlying justification for the design of these data structures is the goal to achieve, in close to constant time by hashing, an effective reduction of the number of candidate analogs from the large case library.

### 5.3.3 The initial state discrimination network

There are many problem solving situations for which the parameterized goal statements are identical and the initial states are different. These different initial states are organized into a discrimination network to index efficiently these cases that share completely the goal statement, but differ in the relevant initial state. Though in fact the structure is a network as nodes have several incident nodes, consider for convenience that the network is a tree where nodes are repeated for common paths.

Each network has a root frame of class "state-root" as shown in Figure 5.12 that summarizes the contents of the network. The nodes of the network are frames of class "state" also shown in Figure 5.12. Their content is a set of literals in the foot-printed initial state of the cases indexed by the network.

The following properties and definitions describe the semantics of the discrimination tree:

**Property 1:** A node  $n$  of the tree points directly to a case  $c$ , iff  $c \in \text{cases}(n)$  and  $\forall k \in \text{children}(n) : \neg(c \in \text{cases}(k))$ . Let  $n$  be the *pointer-node* for case  $c$ . So the case  $c$  is in the list of cases of the node  $n$  but not in any of the lists of cases of the node children of  $n$ .

---

<sup>5</sup>A description of an initial version of the memory data structures can be found in [Velo and Carbonell, 1992b].

```

(def-frame state-root (:is-a tofu)
  :prob-names nil      ;list of the problem names stored
                        ;in the state discrimination net
  :goal nil            ;conjunctive goal for all the cases in the net
  :relevance-bias nil  ;ordering of relevance of the literals
  :cases nil           ;list of all the cases in net
  :children nil        ;points to only one state frame.
)

(def-frame state (:is-a tofu)
  :content nil          ;list of literals of the foot-printed
                        ;initial state
  :parent nil           ;parent node, state-root frame or state frame
  :children nil         ;list of the children state frames
  :cases nil            ;list of cases in the node's subtrees
)

```

Figure 5.12: The frame structure of the nodes of the discrimination net for the initial state

**Property 2:** The foot-printed initial state for a case  $c$  is the union of the contents of the tree nodes in the path from the *pointer-node* of  $c$  to the root of the tree.

**Property 3:** The organization of the tree is such that the content of a node is more relevant than the contents of its children nodes. Sibling nodes are equally relevant.

Properties 1 and 2 define the structure of the nodes as the foot-printed initial states that index the cases. The foot-printed initial state was identified as the subset of the features of the complete initial state that are relevant to a particular problem solving episode. However even these already relevant features can be ranked in a scale of relevance. The parent-child relationship between nodes in the initial state discrimination tree capture this ranking which is used by the similarity metric as it will be presented in chapter 6. Therefore property 3 establishes that the structure of the network is such that the literals closer to the root are more relevant than the ones at the leaves. The case library is dynamically organized to reflect this degree of relevance of the literals in the initial state. This reorganization is based on the feedback that the analogical replay mechanism provides to the case library on the utility of the suggested guidance. The degree of relevance of the literals for each

particular state network is stored in the slot **relevance-bias** of the root of the tree (see Figure 5.12).

Example:

```
(make-frame 'state-net-1 state-root
  :prob-names '(strips2-5 strips3-9)
  :goal '((door-closed <door57>) (next-to <agent13> <box7>))
  :relevance-bias ' ((connects . 1) (pushable . 1)
    (arm-empty . 2) (door-open . 2) (door-closed . 2)
    (door-locked . 2) (inroom . 2))
  :cases '(case-strips2-5-0 case-strips3-9-0)
  :children '(state-11 state-12)
)
```

**Illustrative example** Figure 5.13 sketches the network structure of **state-net-1** which indexes the two solutions for the problems *strips2-5* and *strips3-9* (see Figures 5.10 and 5.11).

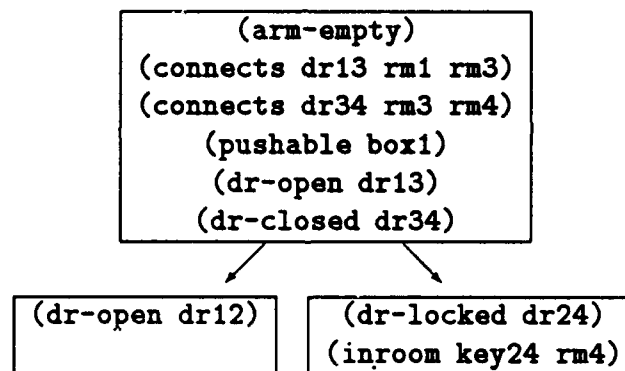


Figure 5.13: A simple discrimination tree for the initial state

The figure only shows the contents of the nodes and the parent-child relationships.

## 5.4 The complete storage algorithm

The previous sections introduced the several phases of the storage procedure. Figure 5.14 shows the complete storage procedure.

- Step 1 produces the partially ordered plan by using the procedure **Build-Partial-Order** which builds the partial order analyzing the dependency structures of the totally ordered plan produced by **NOLIMIT**.

**Output :** The updated case library.

1. *partial\_order*  $\leftarrow$  Build\_Partial\_Order (*T*, *s*)
2. *sets\_interacting\_goals*  $\leftarrow$  Find\_Interacting\_Goals (*partial\_order*, *G*)
3. *foot\_printed\_initial\_state*  $\leftarrow$  Foot\_Print\_Initial\_State (*T*, *G*)
4. for each *set\_interacting\_goals*  $\in$  *sets\_interacting\_goals*
5.   *foot\_print\_set*  $\leftarrow$  Union\_Foot\_Prints  
             (*foot\_printed\_initial\_state*, *set\_interacting\_goals*)
6.   *sorted\_par\_goal*  $\leftarrow$  Sort\_and\_Parameterize\_Goal (*set\_interacting\_goals*)
7.   *state\_net*  $\leftarrow$  GetHash\_or\_New (*sorted\_par\_goal*)
8.   Insert\_New\_Case (Root\_of (*state\_net*), *foot\_print\_set*, *sorted\_par\_goal*)
9.   Update\_Indexing\_Tables
10. Update\_Case\_Header

**Figure 5.14:** *The complete storage algorithm*

- Step 2 finds the sets of interacting goals using the procedure **Find\_Interacting\_Goals** which determines the connected components of the partial order and identifies these with the corresponding interacting goals.
- Step 3 computes the foot-printed initial state by using the procedure **Foot\_Print\_Initial\_State** which identifies the relevant features of the initial by goal regressing in the derivational trace of the solution.
- Steps 4-8 handle each one of the set of interacting goals and proceed to the multiple indexing of each case. Step 5 determines the foot-printed initial state for each set of interacting goals. Step 6 parameterizes and sorts alphabetically the conjunctive goal.
- Steps 7-8 insert the new foot-printed initial state into the corresponding discrimination network returned by the procedure **GetHash\_or\_New** at step 7. The procedure **Insert\_New\_Case** is described below in detail.
- Finally steps 9-10 update the indexing data structures. The case header records the resulting parameterization from the complete insertion process of the case.

Figure 5.15 sketches the overall organization of the case library. The goals are used in a first level of indexing followed by the discrimination network of the initial

state. The cases are pointed by the leaves of this indexing structure.

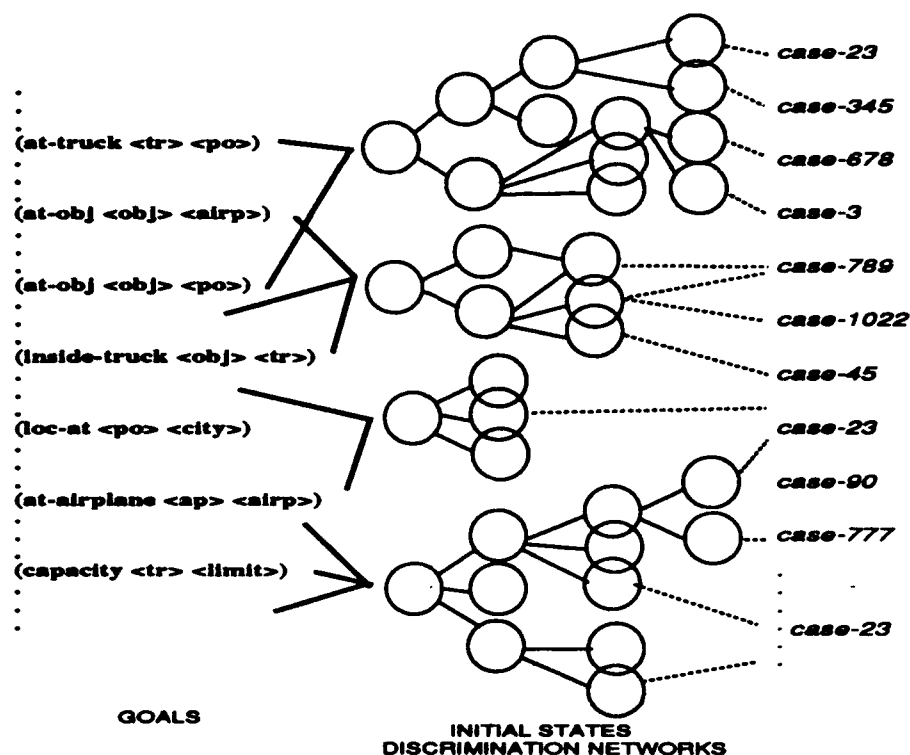


Figure 5.15: A sketch of the organization of the case library

When a new case is inserted into the discrimination network, the underlying concern is to follow the relevance-bias making sure that the properties of the discrimination network remain invariant. Figure 5.16 shows formally the procedure to insert a new case into the discrimination network.

The procedure recursively gets as an input the contents of a node in the discrimination state net, *state\_net\_node*, the new foot-printed initial state, *new\_state\_goal*, and the parameterized goals, *sorted\_par\_goal*. The *new\_state\_goal* and the *state\_net\_node* may have literals in common. Steps 2-4 of the procedure identify the intersection and differences between these two sets of literals. Step 5 checks if the literals in the intersection are of higher relevance than the literals in both complementing subsets. The procedure **Highest Relevant** uses the **relevance-bias** stored at the root of the network to compute the relative relevance of the literals. Steps 6-9 maintain the structure of the tree to guarantee that the contents of each parent node are of equal or higher relevance than the literals in its children nodes.

---

**Input :** A state net node, the new foot-printed initial state, and the sorted parameterized interacting goals.

**Output :** The updated discrimination state network.

procedure **Insert\_New\_Case** (*state\_net\_node*, *new\_state\_goal*, *sorted\_par\_goal*)

```

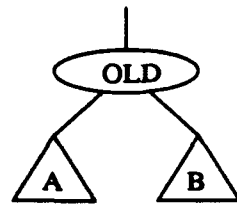
1. when new_state_goal do
    ;; Compare the contents of state_net_node against the new_state_goal
2.   old_left  $\leftarrow$  state_net_node \ new_state_goal
3.   intersect  $\leftarrow$  state_net_node  $\cap$  new_state_goal
4.   new_left  $\leftarrow$  new_state_goal \ state_net_node
5.   if Highest_Relevant (intersect)
6.     then Set_State_Node_Contents (state_net_node, intersect)
7.       if old_left
8.         then Create_New_State_Node (new_left)
9.       else
           matching_child  $\leftarrow$  Find_Matching_Child (state_net_node, new_left,
           sorted_par_goal)
8.         Insert_New_Case (matching_child, new_left, sorted_par_goal)
9.       else Create_New_State_Node (new_left)

```

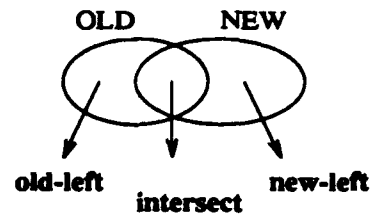
---

**Figure 5.16:** Algorithm to insert a new case into memory

Figure 5.17 illustrates the three different situations described that can occur at insertion time. In (a) a particular node OLD is sketched with its children subtrees A and B. Part (b) of the figure shows the new situation NEW intersecting the node OLD (after matching and unification). Part (c) shows the different resulting new configurations of the discrimination tree. Part (c) 1. and 2. illustrate the situation in which the literals in the intersection of OLD and NEW are more relevant than either the literals in *old-left* or *new-left*. The situation (c) 2. shows the more common frequent situation in which *old-left* is empty and therefore the literals in *new-left* are recursively inserted into the subtrees A and B. Finally part (c) 3. shows the resulting tree in any other situation where the intersection between the OLD and the NEW literals of the initial state is not more relevant than any of other left subsets. For this situation both the NEW and OLD nodes become sibling of each other.

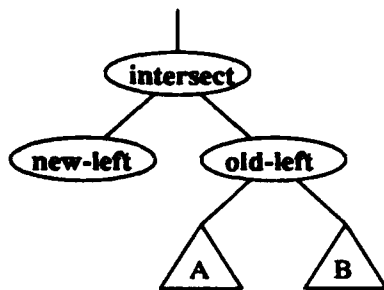


(a)

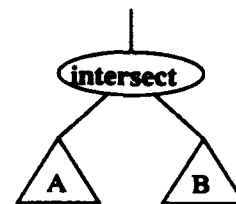


(b)

1. intersect **HIGHEST-RELEVANT**

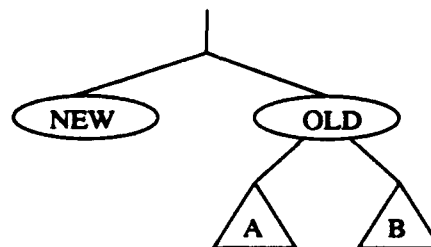


2. intersect **HIGHEST-RELEVANT**  
old-left **EMPTY**



**COMPARE** new-left with A and B

3. **ANY OTHER SITUATION**



(c)

Figure 5.17: Inserting a new case into the state net

## 5.5 Summary

This chapter presented the indexing of the cases, the data structures supporting the organization of the case library, and the complete storage algorithm.

The interacting goals are identified by partially ordering the totally ordered solution found. The connected components of the partially ordered plan determine the independent fragments of the case each corresponding to a set of interacting goals. Each case is multiply indexed by the sets of interacting goals.

The relevant literals of the initial state are foot-printed for each goal conjunct in the goal statement by goal regressing through the plan found. Several learning methods share the explanation provided by the subgoal chain supplied by the underlying domain theory. In that sense, foot-printing is similar to explanation-based indexing techniques [Barletta and Mark, 1988, Hickman and Larkin, 1990, Pazzani, 1990] and chunking [Laird *et al.*, 1986]. A distinction between the methods is the level of generalization, abstraction, or scope of the explanation obtained. Foot-printing explains the episodic final solution while chunking explains each problem solving impasse. Explanation-based indexing, as used in [Barletta and Mark, 1988], uses goal regression to abstract domain features from the instantiated observables defining a solution episode. Foot-printing uses goal regression to reduce the set of instantiated features of the initial state.



## Chapter 6

# Automatic Retrieval of Cases

*How to retrieve past experience efficiently?*

The previous chapter described how a case is multiply indexed by the set of interacting goals and by the relevant features of the initial state. It also presented the data structures that support the indexing of the case library. There is an important question to address next: How can past experience be retrieved efficiently from the case library?

This chapter describes the retrieval procedure. It follows the path of a new given problem through the case library until a set of similar past cases is identified. The chapter is organized in five sections. The first section states the general retrieval problem and motivates the need for an *efficient* algorithm specially in large case libraries. Section 2 introduces different similarity metrics with increasing degrees of problem-context sensitivity. The third section presents the designed and implemented retrieval algorithm, discusses its implementation, and illustrates the procedure with an example from the logistics transportation domain. Section 4 discusses how the cost of retrieving the similar cases can be offset by the expected search effort savings. Finally, section 5 summarizes the chapter.

### 6.1 The ground for the retrieval procedure

Consider that a new problem is proposed to the problem solver. As usual the problem is specified in terms of its goal statement and initial state. Instead of simply trying to solve the new problem from its domain theory (if one is available), the analogical problem solver tries to find if it has solved any **similar** problems before. Two aspects motivate the problem solving attitude of looking first at similar past experience rather

than proceeding to search for a solution to the problem straight from the domain theory.

1. Solving a problem from a domain theory involves searching through the problem state space. The search is exponential on the length of the solution. For large and complex problems this search may be unacceptable. Therefore the problem solver looks for previous problem solving experience that it can use in addition to (or instead of) its domain theory to generate a solution to the new problem.
2. The analogical problem solver explores the transfer of problem solving experience among similar situations. It tries to learn not only from the exact same past problem solving experience but from similar situations.

The purpose of the retrieval phase is exactly to identify the **similar** problem solving situations that will be helpful to the replay mechanism guiding its reconstruction process and reducing the problem solving search effort involved. Several issues are raised therefore in designing the retrieval procedure:

- What are similar problem solving situations?
  - What features should be compared?
  - How to rank the partially matched situations that differ and coincide in different features sets?
- What is a reasonable amount of effort to invest in searching for similar situations?
  - Can it be guaranteed that the retrieved analogs are the *best* matched problems in the case library?
  - Can anything be predicted in terms of the amount of problem solving savings expected from a particular similar case?

The first set of questions on the suitability of various similarity metrics underlies a major part of the research in analogy and case-based reasoning. In this thesis I face these same questions. I try to answer them in a more relaxed manner, i.e., from a machine learning and integrated perspective. The concept of similar is combined with the problem solving experience, and the problem solver integrates the reconstruction process with search from the available domain theory.

The second set of questions, as raised in this thesis, is driven by the scaling up of the case library and the integration with the base problem solver. When the case

library increases considerably in size and in the complexity of the stored cases, the matching time, even for role substitution, at the indexing level may become very expensive. When the number of cases in the case library is small, it is feasible to guarantee a best match. In fact, a problem solver that is not integrated with any kind of other domain knowledge has to make sure that the similar past problem to be adapted does not differ considerably from the new situation so the knowledge-weak adaptation phase may succeed. In this thesis the integration with the base level problem solver allows the system to relax on retrieving a guaranteed best match, and requires instead a reasonable match that overcomes the weaknesses of the specifications of the domain theory.

Overall, both sets of questions proved very challenging to answer. The approach developed in this work to efficiently retrieve similar cases is successfully validated through empirical results as shown in chapter 8. Later this chapter also presents a simple analysis of the trade-off between the retrieval and the problem solving search costs (as previously also discussed in [Veloso and Carbonell, 1989]).

This section proceeds to motivate concretely the issues raised above and the approaches designed to answer these questions. The following sections of the chapter define formally the concepts and algorithms designed.

### 6.1.1 What are similar problem solving situations?

Consider a new problem solving situation with goal statement  $\mathcal{G} = G_1, G_2, \dots, G_k$  and initial state  $\mathcal{S}$  also given as a conjunction of literals. When retrieving past cases the system compares the features from these two distinct sets, goal and initial state features. As the analogical reasoner expects to learn from situations that **partially match** the new situation, it considers as reasonable candidate analogs past cases that share only subsets of the features of the goal statement and/or of the initial state.

Immediately the problem arises of how to rank the partially matched situations: What is it “better”? To share more features all together independently from whether they are in the goal or initial state feature sets? To share more goal features? To share more features from the initial state? The common sense intuitive answer is to consider as a better match the situation that shares “more relevant” features. Many attempts have been made in trying to capture this idea from which most of them are successful in special purpose systems, where the concept of relevance is elaborately defined [Ashley and Rissland, 1987, Hinrichs and Kolodner, 1991, Rissland and Skalak, 1991]. In this thesis I explored a solution to the similarity metric problem that relaxes the guarantee that the “more relevant” or “best” match is returned. The method however guarantees that the match is *reasonable* in the sense that it is expected to help reduce problem solving search time when the replay mechanism constructs a new solution

guided by the retrieved similar cases. The solution devised to address the definition of an appropriate similarity metric complies with the two next ideas:

- As there is no knowledge about what is the solution to the new problem and what features from the new problem are relevant to solve the problem, the option is to guarantee that only the relevant features of the past cases are compared with the new situation – this is the reason why the initial state is foot-printed after a solution is found (see section 5.2).
- As the problem solver is a backward chainer which reasons from the goal statement to find the sequence of operators to apply to the initial state to achieve the goal, the similarity degree at the goal level is more weighed than the similarity degree at the initial state level.

The similarity metric used is built upon these guidelines. The foot-printed literals in the initial state of the past cases are unified with the initial state of the new problem. These literals are further organized in a discrimination network capturing different levels of relevance as it was presented in section 5.3.3. The levels of relevance are learned incrementally through the feedback that the replay mechanism returns on the utility of the guidance provided.

### 6.1.2 How can retrieval be efficient in a large case library?

Previous researchers have identified in a variety of situations where there is an eventual decrease of performance when the amount of learned knowledge increases [Minton, 1988]. In the context of this work, this *utility* problem could be stated as:

- Does the performance of the overall analogical reasoner degrade with an increase in the number of cases in the case library?

In particular in terms of the retrieval procedure the problem slims down to the question of whether retrieval can be efficient even for large case libraries. The main characteristic of my approach in addressing this issue is that I designed the retrieval algorithm so that it would not have to face this utility problem. In particular the retrieval algorithm stems from the following decisions:

- Reduce the number of candidates for detailed unification comparison by using several levels of indexing filtering.

- Even if the case indices are suitable, for complex problems full matching or unification may be unworkable. Therefore thresholds are set for the match expectation, for the allowed time of retrieval, and for the degree of guiding coverage expected.

The overall technique to avoid the utility problem hence relies on efficient data structures (hash tables) for the indices that prune (filter) the set of candidate analogs as early as possible, and on setting thresholds for the amount of effort allowed in the overall retrieval procedure. This approach is possible because of the powerful integration of the analogical component into the base-level problem solver. The integration allows the system to reason from partially matched situations. The partial match may result from several eventualities:

- The new situation differs from any past case.
- The indexing is not appropriately set and the retriever finds only a partially similar past case.
- The retriever invests only enough effort to access or unify parts of the past cases.

Whichever of these situations occurs, the analogical replayer is prepared to receive from the retriever only a partially matched past situation and still go ahead and solve the new problem more efficiently by using the guiding similar past cases in addition to its domain theory rather than simply the domain theory.

The idea of setting thresholds may seem simple. It becomes however interesting when the problem solver is a **learning** system in addition to being a static problem solver. The challenge is to let the overall system accumulate experience and learn better correlations among the acquired knowledge.<sup>1</sup> The learning component enables the system to head towards improving the quality of the retrieved analogs with bounded retrieving capabilities.

In summary, this thesis initiates this novel line of reasoning by which the analogical problem solver restates the retrieval question from: What are the best similar past cases that are available? to the question: What are the reasonably similar past cases that can be retrieved within limited bounded resources, such as allowed time for retrieval and partial match degree. The thesis pioneers this approach within the problem solving and machine learning framework.

---

<sup>1</sup>In the thesis I did not explore other issues on memory organization, like forgetting acquired experience. The algorithm keeps however a rudimentary counter on the frequency of reuse of a case and also a measure of the complexity of the search space explored in the problem solving episode corresponding to a case. Further research can draw upon these stored indices to define principles to drive the forgetting of unused experience.

## 6.2 Defining a similarity metric

Let  $P$  be a new problem proposed to the problem solver with goal statement  $\mathcal{G}^P$ , and initial state  $\mathcal{S}^P$ , both given as conjunctions of literals. A *literal* is an instantiated predicate, i.e., literal = (predicate argument-value\*). As an example, (at-truck tr13 po57) is a literal where at-truck is the predicate and tr13 and po57 are its instantiated arguments.

The retrieval procedure wants to identify a set of past cases that jointly cover the goal statement.

### Definition 6 Coverage and unification:

Let  $\mathcal{G}^P = G_1^P, G_2^P, \dots, G_k^P$  be the conjunctive goal statement of problem  $P$  with conjuncts  $G_1^P, G_2^P, \dots, G_k^P$ . A past case  $C$  with goal statement  $\mathcal{G}^C = G_1^C, G_2^C, \dots, G_l^C$  covers a goal  $G_i^P$ , or  $G_i^P$  is covered by the case  $C$ , iff there is some  $G_j^C$  such that  $G_i^P$  and  $G_j^C$  unify.

Furthermore a literal  $l$  unifies a literal  $l'$ , if

- The predicate of  $l$  is the same as the predicate of  $l'$ .
- Each argument of  $l$  is of the same class (type) as its corresponding argument of  $l'$ .

In this case, there is a substitution  $\sigma = \{arg_1/arg'_1, \dots, arg_k/arg'_k\}$ , such that  $l = \sigma(l')$ .

As an example of the unification of literals, the literal (in-room key12 room1) unifies with the literal (in-room key13 room4), where key12 and key13 are both of class KEY and room1 and room4 are both of class ROOM, under the substitution  $\sigma = \{(\text{key12} \rightarrow \text{key13}), (\text{room1} \rightarrow \text{room4})\}$ .

Selecting a set of past cases that cover the new problem involves the establishment of a *similarity metric* by which the algorithm can decide whether it is *better* to cover the problem with one set of cases or another. There are several options of possible similarity metrics and I enumerate below three different ones with increasing degrees of problem-context sensitivity. First definition 7 introduces the match value of two conjunctions of literals under some substitution as the number of literals that unify under that substitution.

### Definition 7 Match value of two conjunctions of literals:

A conjunction of literals  $L = l_1, \dots, l_n$  unifies a conjunction of literals  $L' = l'_1, \dots, l'_m$  under a substitution  $\sigma$  with match value  $\delta^\sigma$ , if there are  $\delta$  many literals in the intersection of  $L$  and  $\sigma(L')$ .

### 6.2.1 A direct similarity metric

The simplest comparison between a new problem and a past case is to just equate the features of the goal statement and initial state flatly by counting the number of shared features. Definition 8 establishes this direct similarity metric between two problems.

**Definition 8 Direct similarity metric:**

*Let  $P$  and  $P'$  be two particular problems, respectively with initial states  $S^P$  and  $S^{P'}$ , and goals  $G^P$  and  $G^{P'}$ . Let  $\delta_G^\sigma$  be the match value of  $G^P$  and  $G^{P'}$  and  $\delta_S^\sigma$  be the match value of  $S^P$  and  $S^{P'}$ , under some substitution  $\sigma$ .*

*The two problems  $P$  and  $P'$  directly match with match value  $\delta^\sigma = \delta_G^\sigma + \delta_S^\sigma$  for substitution  $\sigma$ .*

In this metric all the features of both the goal statement and the initial state are credited for the similarity of the problems. The immediate advantage of this metric is its conceptual simplicity. It does not require any particular understanding or encoding of what is more relevant. All the knowledge available is uniformly weighed. The empirical experiments showed that this similarity metric is adequate for simple and well-defined problems where the initial state is reduced to a small set of useful features.

The partial match value of two problems is substitution dependent. As an example, consider the goal  $G = \{(\text{inroom key12 room1}), (\text{inroom box1 room1})\}$ , and the goal  $G' = \{(\text{inroom key13 room4}), (\text{inroom key14 room2}), (\text{inroom box53 room4})\}$ . Then  $G$  directly matches  $G'$  with match value  $\delta^\sigma = 2$  under the substitution  $\sigma = \{(\text{key12} \rightarrow \text{key13}), (\text{room1} \rightarrow \text{room4}), (\text{box1} \rightarrow \text{box53})\}$ , and match value  $\delta^{\sigma'} = 1$  under the substitution  $\sigma' = \{(\text{key12} \rightarrow \text{key14}), (\text{room1} \rightarrow \text{room2})\}$ . This direct similarity metric does not consider any relevant correlations between the initial states and the goal statements.

### 6.2.2 Global foot-printing similarity metric

The problem of matching conjunctive goals turns out to be rather complex. As conjunctive goals may interact, it is not at all clear that problems are more similar based simply on the number of literals that match the initial state and the goal statements. Noticing that matching conjunctive goals involves reasoning over a large lattice of situations, I developed a new similarity metric by refining the indexing based on the derivational trace of a past solution.

When the complexity of the specification of the initial state increases it becomes impossible and inadequate to consider evenly all the features. As a past case corresponds to problem solving experience, it is possible to identify the relevant features of the initial state of the past case. Section 5.2 extensively showed a method to automatically identify these relevant features from the derivational trace of the case. According to that algorithm the initial state is foot-printed into the sets of literals that contribute to achieve the different goal conjuncts of the goal statement. Definition 9 is built upon the previous direct similarity metric but increases the problem-context sensitivity as it takes into account the reduced foot-printed as opposed to the complete initial state.

When assigning a match value to two problems, the global foot-printing similarity metric considers not only the *number* of goals that match, but also uses the matched goals themselves to determine the match degree of the initial state.

**Definition 9 Global foot-printing similarity metric:**

*Let  $P$  be a new problem and  $P'$  be a previously solved problem, respectively with initial states  $S^P$  and  $S^{P'}$ , and goals  $G^P$  and  $G^{P'}$ . Let  $\delta_G^\sigma$  be the match value of  $G^P$  and  $G^{P'}$ , under substitution  $\sigma$ , and let  $G_1, \dots, G_m$  be the matched goals.*

*Let  $S_{fp}^{P'}$  be the foot-printed initial state of problem  $P'$  for the set of matched goals  $G_1, \dots, G_m$ . Let  $\delta_S^\sigma$  be the match value of  $S^P$  and  $S_{fp}^{P'}$ , under substitution  $\sigma$ .*

*The two problems  $P$  and  $P'$  globally foot-print match with match value  $\delta^\sigma = \delta_G^\sigma + \delta_S^\sigma$  for substitution  $\sigma$ .*

The purpose of retrieving a similar past case is to provide a problem solving episode to be replayed for the construction of the solution to a new problem. The similarity metric captures the role of the initial state in terms of the different goal conjuncts for a particular solution found. Situation details are not similar per se. They are similar as a function of their relevance in the solution encountered. When the foot-printed literals are taken into account for the measure of the similarity among problems, the retrieved analogs may provide reasonable guidance at replay time, as the foot-printed initial state is in the subgoal chain of the goal statement in the particular solution to be replayed. If the new situation shares some of these features, the problem solver should encounter the same or parts of the past search space. The case may not be fully-sufficient due to the partial match, but, because of the shared foot-printed literals of the initial state, the case does not work against the goal, except for unexpected or uncovered goal interactions.



### 6.2.3 Interacting foot-printing similarity metric

There is an issue to resolve about using parts of a case for partially matched goal situations. If the shared goals are not from the same set of interacting goals of the candidate guiding case, then the question is why to use this guiding case instead of using a set of individual cases to cover each of the goals. The metric below extends the previous one in requiring exactly that if a case covers multiple goals then these are interacting goals. Otherwise the metric prefers the cases that cover the goals individually.

**Definition 10 Interacting foot-printed similarity metric:**

*Let  $P$  be a new problem and  $P'$  be a previously solved problem, respectively with initial states  $S^P$  and  $S^{P'}$ , and goals  $G^P$  and  $G^{P'}$ . Let  $\delta_G^\sigma$  be the match value of  $G^P$  and  $G^{P'}$ , under substitution  $\sigma$ , such that the matched goals  $G_1, \dots, G_m$  cover completely one or more sets of interacting goals.*

*Let  $S_{fp}^{P'}$  be the foot-printed initial state of problem  $P'$  for the set of matched goals  $G_1, \dots, G_m$ . Let  $\delta_S^\sigma$  be the match value of  $S^P$  and  $S_{fp}^{P'}$ , under substitution  $\sigma$ .*

*The two problems  $P$  and  $P'$  interactively foot-print match with match value  $\delta^\sigma = \delta_G^\sigma + \delta_S^\sigma$  for substitution  $\sigma$ .*

Chapter 8 shows empirical results comparing the direct and the global foot-printing similarity metrics. The tests were run in the extended-STRIPS and the machine-shop scheduling domains. The results obtained show that the analogical problem solver performs better when the global foot-printing similarity metric is used than when the direct one is used. The extensive tests in the logistics transportation domain use the interacting foot-printing similarity metric. This metric was found to be the most adequate to handle the large and complex problems in that domain. The term "foot-printing similarity metric" with no qualification refers from now on to the interacting foot-printing similarity metric.

## 6.3 The retrieval procedure

Consider that each past case  $C$  stored in the case library is indexed by the corresponding foot-printed initial state and goal statement, respectively  $S^C$  and  $G^C$ . When a new problem  $P$  is given to the system in terms of its goal statement  $G^P$  and initial state  $S^P$ , retrieving one (or more) analog consists in finding a *similar* past case by comparing these two inputs  $G^P$  and  $S^P$  to the indices of the past case,  $G^C$  and  $S^C$ .

Figure 6.1 shows the retrieval procedure. The underlying retrieval strategy as shown in the procedure is to get guidance for possible interacting goals. The algorithm

focuses on retrieving past cases where the problem solver experienced equivalent goal interactions, as these are expectedly responsible for a large part of the problem solving search effort.

---

**Input :** A new problem with goal statement  $\mathcal{G} = G_1, G_2, \dots, G_k$  and initial state  $\mathcal{S}$ .  
**Output :** A set of similar cases.

---

procedure **Retrieve\_Similar\_Cases** ( $\mathcal{G}, \mathcal{S}$ ):

1. *covering\_cases*  $\leftarrow \emptyset$
  2. *no\_goals*  $\leftarrow k$
  3. *uncovered\_goals*  $\leftarrow \mathcal{G}$
  4. while *uncovered\_goals*
  5.   *past\_case*  $\leftarrow \text{nil}$
  6.   *past\_case*  $\leftarrow \text{Find\_Another\_Similar}(\text{no\_goals}, \text{uncovered\_goals}, \text{past\_case})$
  7.   if *past\_case*
  8.     then
  9.       (*matched\_goals*, *goal\_substitution*)  $\leftarrow \text{Match\_Goals}(\text{past\_case}, \mathcal{G})$
  10.      (*similarity\_value*, *total\_substitution*)  $\leftarrow$   
        $\leftarrow \text{Match\_Initial\_States}(\text{past\_case}, \text{matched\_goals}, \text{goal\_substitution}, \mathcal{S})$
  11.      if **Satisfied\_with\_Match** (*similarity\_value*)
  12.       then
  13.          *uncovered\_goals* = *uncovered\_goals* \ *matched\_goals*
  14.          update *covering\_cases*
  15.          if number of *uncovered\_goals*  $\leq$  *no\_goals*
  16.           then goto step 6
  17.   if *no\_goals* = 1
  18.   then Return (from while loop)
  19.   else *no\_goals*  $\leftarrow \text{Decrease\_Interacting\_Scope}(\text{no\_goals}, \text{uncovered\_goals})$
  20. Return *covering\_cases*
- 

**Figure 6.1:** Retrieving similar past cases

Initially the number of goals that the algorithm tries to cover simultaneously, *no\_goals* is set to the total number  $k$  of goal conjuncts at step 2 and all the conjunctive goals are set uncovered at step 3. A goal remains uncovered throughout the procedure until a case is found that covers it (see definition 6). Step 6 incrementally searches in the case library for the interacting  $k$ -goal problems that unify with the uncovered goals. Suppose that a problem is found. Then steps 8 and 9 proceed to evaluate

the similarity value between the two problems. The goals are considered covered at step 11 if the procedure is satisfied with the match value according to step 10. Step 12 adds the *past\_case* to the list of *covering\_cases*. Step 16 terminates the procedure when the procedure already searched for one-goal covering cases, i.e.,  $no\_goals = 1$ . Step 17 decreases the scope of interaction searched, when no more interactions of size  $no\_goals$  are found, and the procedure continues its search. At the end, the goals are covered either jointly by the same case, or by a set of separate cases.

To illustrate a general run of the procedure, suppose that there are three goals in the new problem,  $\mathcal{G} = G_1, G_2, G_3$ . The procedure goes through the following steps:

- It tries to find interacting three-goal problems with goals that unify with the three goals  $G_1, G_2, G_3$  (step 6).
- Suppose that it does not find any. Step 17 decreases the scope of the interaction, say it decreases from 3 to 2.
- Then the procedure tries to find two-goal interacting problems that unify with some combination of the goals, i.e.,  $(G_1, G_2)$ ,  $(G_1, G_3)$ , or  $(G_2, G_3)$ .
- Suppose step 6 finds a past case that unifies with  $(G_1, G_2)$ . Steps 8 and 9 calculate the similarity value between the foot-printed initial state of the past case and the new initial state. Suppose that the match is not considered satisfying at step 10. This means that the two goals  $G_1$  and  $G_2$  are not considered covered. Step 13 sends the algorithm back to step 6.
- Step 6 incrementally finds the next similar case based on the case just found. Suppose that step 6 finds now a case that unifies with the two goals  $(G_2, G_3)$ . Suppose also that steps 8, 9, and 10 find the match satisfying. This means that the goals  $G_2$  and  $G_3$  are considered covered.
- Only  $G_1$  is left uncovered at step 11. Step 13 fails and the procedure is not sent back to step 6. There is only one goal left to be covered and the algorithm is currently set on finding two-goal interacting problems ( $no\_goals = 2$ ).
- Step 17 decreases the scope of interaction now to one (as there is only one goal left to cover). The while loop at step 4 proceeds trying to cover goal  $G_1$ .
- The process continues until a case is found that covers  $G_1$  or no more alternative analogs are available.
- The *covering\_cases* returned may cover all or part of the complete goal statement.

### 6.3.1 Making the implementation efficient

The retrieval procedure is composed of several phases corresponding to the different procedure calls as shown in Figure 6.1. The complexity of each of the particular procedures, namely **Find\_Another\_Similar** at step 6, **Match\_Goals** at step 8, and **Match\_Initial\_States** at step 9, is determined by their particular implementation.

The underlying general principle developed in this thesis for the implementation of the matching problem is to hash on static indices. By using the hash tables presented in the previous chapter, the algorithm accesses the static attribute information in constant time to compute the role substitutions at different levels of the class hierarchy. **Find\_Another\_Similar** and **Match\_Goals** match therefore only an already reduced number of the cases for a particular degree of goal interaction. Both matching algorithms, **Match\_Goals** and **Match\_Initial\_States** are incremental and generate one new match as a function of the last match generated.

The empirical results shown in chapter 8 show that the cost of retrieval increases close to linearly with the complexity of the problem, when a threshold for the match value is used.

In summary the implementation conforms the following characteristics:

- Indexing hash tables reduce the set of candidate analogs in constant time.
- The matching algorithm is incremental to allow stopping retrieval if some “reasonable” partial match is found.
- No effort to retrieve the *best* set of candidate analogs in the case library.

### 6.3.2 Illustrative example

I now apply the algorithm step by step continuing the example presented in the overview chapter in section 2.3.<sup>2</sup>

Figure 6.2 shows formally the contents of the several data structures for the indices to the case library, after the five problems **ex1**, **ex2**, **ex3**, **ex4**, and **mult1** have been solved and stored, as sketched in Figure 6.3. Variables are in angle brackets. The name of the variables identifies the class they belong to, namely **p** for **PACKAGE** (or **OBJECT**), **ap** for **AIRPORT**, **t** for **TRUCK**, **po** for **POST-OFFICE**, and **a** for **AIRPLANE** (see appendix A).

Consider that a new problem, **mult2** is proposed to the system. Figure 6.4 shows this new problem solving situation with the class distribution of the instances, the

---

<sup>2</sup>The reader does not need to review the example of the overview chapter, as Figure 6.3 reproduces here the contents of the case library as at the end of the overview examples.

<i>Class-parameterized</i>	<i>Parameterized goals</i>
((inside-truck OBJECT TRUCK))	((inside-truck <p35> <t42>))
((inside-airplane OBJECT AIRPLANE))	((inside-airplane <p25> <a70>))
((at-obj OBJECT AIRPORT))	((at-obj <p69> <ap17>))
((inside-airplane OBJECT AIRPLANE) (inside-truck OBJECT TRUCK))	((inside-airplane <p58> <a25>) (inside-truck <p41> <t6>))

(a) \*CLASS-GOAL-PARAMETERIZED-GOAL\*

<i>Parameterized goals</i>	<i>State-net-names</i>
((inside-truck <p35> <t42>))	state-net-1
((inside-airplane <p25> <a70>))	state-net-2
((at-obj <p69> <ap17>))	state-net-3
((inside-airplane <p58> <a25>) (inside-truck <p41> <t6>))	state-net-4

(b) \*PARAMETERIZED-GOAL-INITIAL-STATE\*

<i>No. of Interactions</i>	<i>List of class parameterized goals</i>
1	((inside-truck OBJECT TRUCK)) ((inside-airplane OBJECT AIRPLANE)) ((at-obj OBJECT AIRPORT))
2	((inside-airplane OBJECT AIRPLANE) (inside-truck OBJECT TRUCK))

(c) \*GOAL-INTERACTIONS\*

<i>Class-parameterized</i>	<i>Problems</i>
(inside-truck OBJECT TRUCK)	(ex1 ex3 ex4 mult1)
(inside-airplane OBJECT AIRPLANE)	(ex2 mult1)
(at-obj OBJECT AIRPORT)	(ex3 ex4)

(d) \*GOAL-PROBLEM\*

Figure 6.2: Indexing data structures for the example of chapter 2

initial state, and the goal statement with three goal conjuncts, namely (inside-airplane ob5 pl8), (inside-truck ob13 tr1), and (at-truck tr4 p20)).

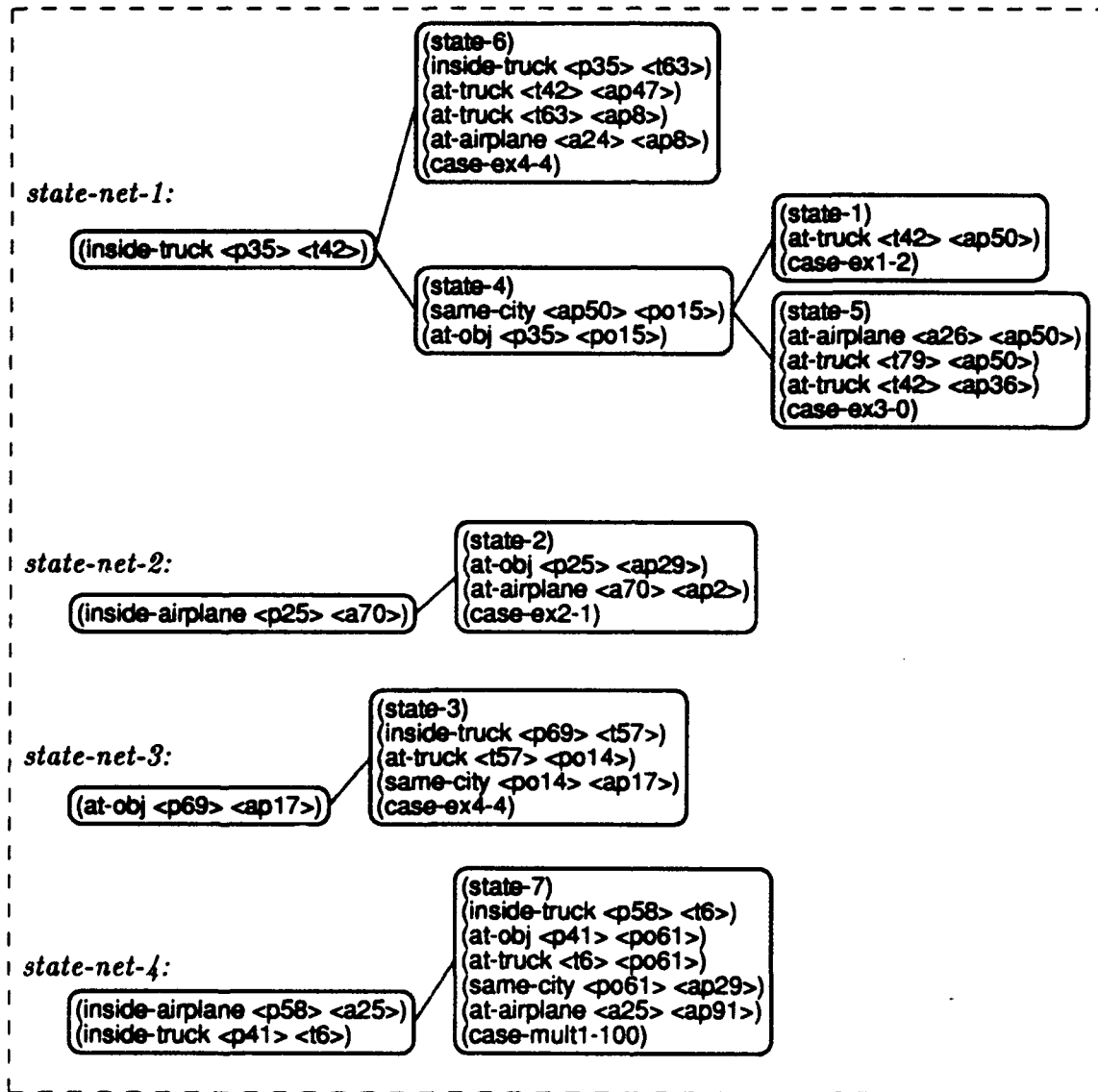


Figure 6.3: Contents of the case library

### Stepping through the internals of the retrieval procedure

At the start of the procedure, *no\_goals* is set to 3, as there are three goal conjuncts in the goal statement (*no\_goals* captures the level of goal interaction that the procedure is looking for). All the goals are uncovered and *covering\_cases* is empty.

The procedure **Find\_Another\_Similar** accesses the vector *\*GOAL-INTERAC-*

(has-instances OBJECT ob5 ob13)	(state (and	(goal (and
(has-instances TRUCK tr1 tr4)	(at-obj ob5 a20)	(inside-airplane ob5 pl8)
(has-instances AIRPLANE pl8)	(inside-truck ob13 tr4)	(inside-truck ob13 tr1)
(has-instances AIRPORT a5 a11 a20)	(at-truck tr4 a20)	(at-truck tr4 p20)))
(has-instances POST-OFFICE p5 p11 p20)	(at-truck tr1 a5)	
(has-instances CITY c5 c11 c20)	(at-airplane pl8 a20)	
	(same-city a5 p5)	
	(same-city a11 p11)	
(a)	(same-city a20 p20)))	(c)
	(b)	

Figure 6.4: A new example - *mult2*: (a) class distribution of instances, (b) initial state, (c) goal statement

TIONS\* to find out what three-goal interacting problems are stored in the case library. As \*GOAL-INTERACTIONS\*[3] is nil and therefore no *past\_case* is returned, step 17 sets *no\_goals* to 2, i.e., the procedure proceeds searching for two-goal interacting past cases.

The procedure **Find\_Another\_Similar** accesses the vector \*GOAL-INTERACTIONS\* again and \*GOAL-INTERACTIONS\*[2] returns the class-parameterized conjunctive goal ((inside-airplane OBJECT AIRPLANE) (inside-truck OBJECT -TRUCK)) which unifies at the class level with two of the goals of the new problem, namely (inside-airplane ob5 pl8) and (inside-truck ob13 tr1). The procedure **Find\_Another\_Similar** takes this goal to access the hash table \*CLASS-GOAL-PARAMETERIZED-GOAL\* which returns the parameterized goal ((inside-airplane <p58> <a25>) (inside-truck <p41> <t6>)) which is returned as the first *past\_case* to try to further match.

Step 8 calls the procedure **Match\_Goals** which returns *matched\_goals* set to ((inside-airplane ob5 pl8) (inside-truck ob13 tr1)) and the *goal\_substitution* set to ((<p58> . ob5) (<a25> . pl8) (<p41> . ob13) (<t6> . tr1)). The unification requires that the variables be of the same class as the substituting instances (see definition 6).

With this goal substitution the initial state is matched according to the interacting foot-printed similarity metric. The discrimination state net which stores the cases solving this goal is given by accessing the hash table \*PARAMETERIZED-GOAL-INITIAL-STATE\* which returns *state-net-4*. This network has only one case stored denominated *case-mult1-100*, as shown in Figure 6.3. This case corresponds to the solution obtained by solving the problems *mult1* by derivational analogy (see chapter 2).

The procedure **Match\_Initial\_States** tries to match the stored foot-printed initial state, which is the contents of the state net node *state-7* (see Figure 6.3), against

the new initial state. Figure 6.5 (a) shows the past initial state after applying the already set *goal\_substitution* and in (b) it shows the new initial state.

<b>goal_substitution:</b> ((<p58> . ob5) (<a25> . pl8) (<p41> . ob13) (<t6> . tr1))	
<b>State net node state-7</b> <b>after goal_substitution:</b>	<b>New initial state:</b>
(inside-truck ob5 tr1)	(at-obj ob5 a20)
(at-obj ob13 <po61>)	(inside-truck ob13 tr4)
(at-truck tr1 <po61>)	(at-truck tr1 a5)
(same-city <po61> <ap29>)	(at-truck tr4 a20)
(at-airplane pl8 <ap91>)	(at-airplane pl8 a20)
	(same-city p5 a5)
	(same-city p11 a11)
	(same-city p20 a20)
(a)	(b)

**Figure 6.5:** (a) Foot-printed past initial state of a candidate analog after applying the goal substitution; and (b) the new initial state (b)

Unifying the two initial states returns only one extra substitution namely ((<ap91> . a20)) with the similarity value of 1 out of 5 literals in the past initial state. Assume that there is a threshold of 60% of match required to consider that the match between the past and new initial state is satisfiable. The match obtained is 1 out of 5, equivalent to only a match of 20%. **Satisfied\_with\_Match** returns therefore nil. The two goals are not considered yet covered by this case and the search for a better coverage continues.

As there are no other two-goal interacting cases, step 17 decreases the value of *no\_goals* to 1, which means that the procedure is now going to search for one-goal cases to cover the three goal conjuncts.

By accessing *\*GOAL-INTERACTIONS\*[1]*, **Find\_Another\_Similar** considers the three one-goal cases stored in the case library, namely ((inside-truck OBJECT TRUCK)), ((inside-airplane OBJECT AIRPLANE)), and ((at-obj OBJECT AIRPORT)). By accessing the hash table *\*CLASS-GOAL-PARAMETERIZED-GOAL\** on the first goal, *past\_case* is returned as ((inside-truck <p35> <t42>)).



Step 8 calls the procedure **Match\_Goals** which returns *matched\_goals* set to (*inside-truck* ob13 tr1) and the *goal\_substitution* set to ((<p35> . ob13) - (<t42> . tr1)). The state net *state-net-1* is returned by \*PARAMETERIZED-GOAL-INITIAL-STATE\* of (*inside-truck* <p35> <t42>) (see Figure 6.2).

The procedure **Match\_Initial\_States** matches the new initial state against the stored foot-printed initial state first at the top level state net nodes, namely *state-6* and *state-4* (see Figure 6.3). These nodes are closer to the root, which means that their literals are more relevant than the literals at the nodes further away from the root. Figure 6.6 (a) shows the past initial state after applying the already set *goal\_substitution* and in (b) it shows the initial state for the new problem.

goal_substitution:	
((<p35> . ob13) (<t42> . tr1))	
State net node state-6	New initial state:
after goal_substitution:	
(inside-truck ob13 <t63>)	(at-obj ob5 a20)
(at-truck tr1 <ap47>)	(inside-truck ob13 tr4)
(at-truck <t63> <ap8>)	(at-truck tr1 a5)
(at-airplane <a24> <ap8>)	(at-truck tr4 a20)
	(at-airplane p18 a20)
	(same-city p5 a5)
	(same-city p11 a11)
	(same-city p20 a20)
(a)	(b)

**Figure 6.6:** (a) Foot-printed past initial state of another candidate analog after applying the goal substitution; and (b) the new initial state

The two initial states unify with the substitution ((<t63> . tr4) (<ap47> . a5) (<ap8> . a20) (<a24> . p18)). The similarity value is a match of four literals out of the total four literals in the past foot-printed initial state. With the same threshold of 60% to consider satisfiable a match value of a past case, the procedure **Satisfied\_with\_Match** returns *true*. The goal (*inside-truck* ob13 tr1) is considered covered by case *case-ex4-4*. Step 13 proceeds to try to cover the other goals.

An identical situation occurs for the goal (**inside-airplane** ob5 pl8). As an exercise the reader can confirm that this goal is covered by case **case-ex2-1** stored at **state-net-2** with the *total.substitution* set to ((<p25> . ob5) (<a70> . pl8) (<ap29> . a20)). The match value is 50% as only one of the two literals matches, namely (**at-obj** ob5 a20). In the past case the object and the airplane are at different airports while in the new problem they are at the same airport. The match value is not above the preestablished threshold of 60%, but it is above an also preestablished minimum covering threshold of 30%. The goal is considered covered by this case as there are no other candidates covering cases.

Finally the goal (**at-truck** tr4 p20) is not covered by any past case. Figure 6.7 shows a trace of the final returned set of covering cases.

```
<cl> (retrieve-analogs 'mult2)

Analog to prob mult2:
(((inside-airplane ob5 pl8) case-ex2-1
  ((<p25> . ob5) (<a70> . pl8) (<ap29> . a11))
  1 0.5 2 "state-net-2")
 ((inside-truck ob13 tr1) case-ex4-4
  ((<p35> . ob13) (<t42> . tr1) (<t63> . tr4) (<ap47> . a5)
  (<ap8> . a20) (<a24> . pl8))
  4 1.0 5 "state-net-1")
 ((at-truck tr4 p20) 'no-case))
nil
<cl>
```

Figure 6.7: Retrieving similar past cases for problem *mult2*

Each goal is associated with a guiding case, if one was found. For each goal the figure shows additionally the substitution, the number of literals matched in the initial state, the match degree, the total number of literals matched in the goal and initial state, and the discrimination network for the guiding case.

## 6.4 Trading off retrieval and search costs

In pure general-purpose problem solvers, the cost of search is exponential in the length of the solution. In pure CBR systems the cost of retrieval is very high as the system fully relies on retrieving the *best* case in memory to maximize its chance of successful adaptation. In this section I explore the trade-offs of balancing the cost of retrieving and the residual problem solving cost.

The organization of the memory is such that the indices for the cases are less relevant as their indexing features move away from the root of the discrimination network. For a given a new problem  $P$  with initial state  $S^P$  and goal  $G^P$ , the absolute maximum possible match value is simply *absolute\_max\_match* = length( $G^P$ ) + length( $S^P$ ).

In general, the purpose of the integration of analogy and search is to reduce the size of the search space in terms of the number of the nodes searched and consequently achieve an improvement in running time. Harandi and Bhansali [Harandi and Bhansali, 1989] confirmed that analogy would be useful if the time to find analogs is small and the degree of similarity is high. Hickman, Shell, and Carbonell [Hickman *et al.*, 1990] also showed that internal analogy can reduce the search cost. I show now that there is an optimal range of retrieval time to spend searching for candidate analogs. Intuitively the deeper that memory is searched, the more confidence on the retrieved analogs and expectedly the less search required by the problem solver. However searching memory also takes time. Is there, hence, an optimal amount of effort to spend searching memory?

The memory is organized in such a way that the confidence on the match degree increases monotonically with retrieval time [Kolodner, 1984, Schank, 1982] though not necessarily in a linear manner. This also means that there is always one (or more) case(s) available to return when retrieval is halted. If the retrieval time increases, then more cases are compared or more matching can be done for a particular case. To capture this effect in a simple way, let

- $t_r$  be the time spent to retrieve a similar past case,
- $\delta_{t_r}$  be the match value between the case retrieved and the new problem,
- $m$  be the *absolute\_max\_match* as introduced above, and
- $d$  be the percentage of deviation from the *absolute\_max\_match* of the match value of the case retrieved if the retrieval time is null (or close to null).

To capture the fact that the match degree increases with the time the algorithm spends retrieving, I say that

$$\delta_{t_r} = m(1 - dC^{-\alpha t_r}), \quad (6.1)$$

where  $C$  and  $\alpha$  are constants.

Figure 6.8 sketches three possible curves for the match value as a function of the retrieval time. Curves 1 and 2 show situations where the initial match is poor, i.e., with low match degree. However for curve 1 the rate of match-degree improvement is very low (low  $\alpha$ ) while for curve 2 the match degree increases rapidly with the retrieval time. Situations 1 and 2 depict two different rates of improvement for the match result while traversing down the discrimination net. Curve 3 plots a situation where the initial match is immediately high and continues to improve gradually towards the maximum.

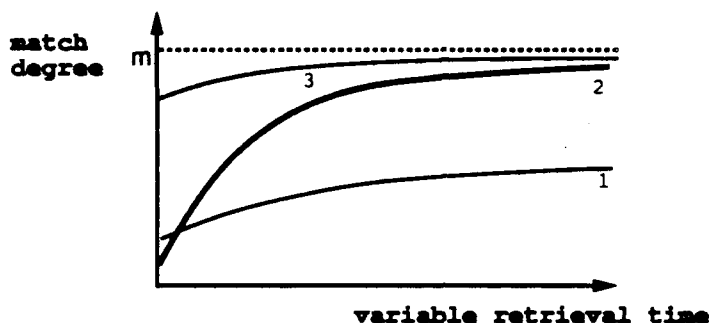


Figure 6.8: Three different curves for the match value as a function of the retrieval time

In the situations captured by the curves 1 and 3, the system should not invest a long time in retrieving a *better, or best* similar past case. In both cases termination occurs because the rate of improvement,  $\alpha$ , is low. In case 1, the system should solve the problem using the basic problem solver search, because there are no good cases. In case 3 it should immediately start derivational replay on the retrieved high-match case, rather than waste time seeking a marginally better one. Situation 2 illustrates the case where retrieval time is more wisely invested. Given the fact that the match degree is on average directly related to search savings in problem solving, I now show analytically that there is an optimal amount of effort to spend searching memory.

PRODIGY's search tree can be viewed as an OR-tree, branching alternatively among possible goal orderings and possible operators to achieve a goal. Let  $b$  be the average branching factor of the search tree,  $l$  be the solution length for a given problem, and  $S$  be the search effort without analogy. Then the complexity of  $S$  is [Hickman *et al.*, 1990],  $S = O(b^{O(l)})$ . (From now on I skip the order of,  $O$ , notation for simplicity.) Assume that the effect of analogical reasoning is captured in a decrease of the average branching factor [Hickman *et al.*, 1990]. This reduction of the search effort is in direct relationship with the match degree of the guiding case(s).

Let  $S_{analogy}$  be the search spent with analogy. I can then say that, for some linear function  $f$ ,

$$S_{analogy} = ((1 - f(\delta_{t_r}))b)^l. \quad (6.2)$$

The goal of the integrated analogical reasoner is to improve the effort to reach a solution: PS search time plus memory search time [Harandi and Bhansali, 1989]. The objective is to find the situation when this sum is much smaller than brute-force PS search without any analogical guidance. I capture this goal in the inequality below, where it is not represented, for simplicity, the function  $f$  introduced in eq. 6.2:

$$t_r + ((1 - \delta_{t_r})b)^l \ll b^l. \quad (6.3)$$

Substituting eq. 6.1 into the eq. 6.3, I get the final equation as a function of the retrieval time  $t_r$ :

$$t_r + (1 - m(1 - dC^{-\alpha t_r}))^l b^l \ll b^l \quad (6.4)$$

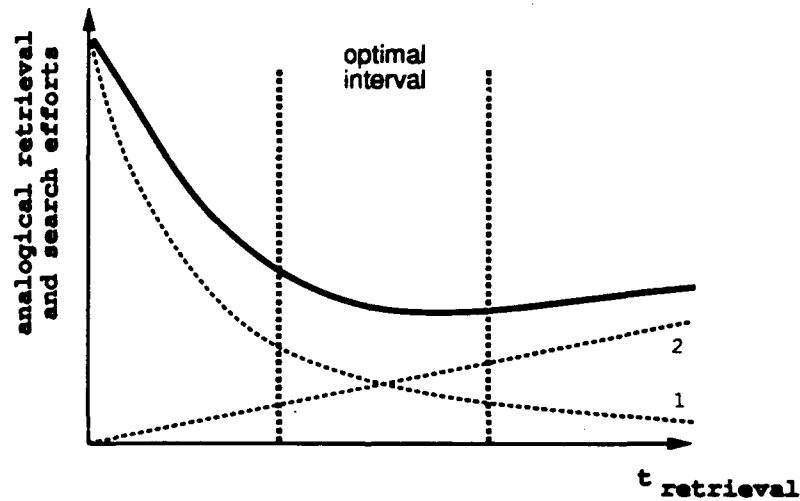


Figure 6.9: Retrieval time (curve 2) plus analogical search effort (curve 1)

Figure 6.9 sketches the left hand side of inequality 6.4.<sup>3</sup> Analyzing this qualitative curve, I conclude that there is an optimal retrieval time interval, which is a function of the dynamic match rate  $\alpha$ . Retrieval should then stop when a given threshold is reached, namely when the derivative of the expected search savings approaches the incremental memory search cost.

<sup>3</sup>This smooth curve does not correspond to data from any particular domain. It captures solely the qualitative behavior of the search effort according to our analytical analysis.

## 6.5 Summary

The major points to remember from the retrieval procedure developed are:

- The similarity metric considers the foot-printed initial state and the goal interactions of the past cases.
- Hash tables prune the set of candidate analogs as early as possible.
- The matching is done incrementally until a “reasonable” similar set of past cases is found according to a previously set threshold for the partial match.

# Chapter 7

## Automatic Utilization of Cases

### *How to reuse episodic problem solving experience?*

This chapter presents the last phase of the analogical problem solving cycle, i.e., the replay mechanism. The previous chapters build up the framework to reach this point where the base-level problem solver is extended with the ability to solve problems by replaying the problem solving episodes of the set of the retrieved similar past cases.

The chapter is organized in five sections. The first section presents an informal description of the replaying procedure. The section outlines the method, and discusses its advantages in terms of the problem solving search reduction and in terms of the memory reorganization. Section 2 states formally the replay algorithm as an extension to the base-level problem solver presented in chapter 3. The section shows how the similar past cases guide the problem solving steps. The replaying functionality converts the base-level problem solver from a generator and explorer of different search directions to a tester of the validity of past choices, while still being able to generate solutions if the cases don't cover the problem adequately. The third section offers examples on the reuse of a few justifications. Section 4 discusses the method proposed to dynamically reorganize the memory indices based on the feedback that the analogical problem solver may provide on the utility of the guidance received. Finally section 5 summarizes the chapter with a revision of the techniques developed.

### 7.1 Replaying past problem solving episodes

The previous chapters 4 and 5 showed how the derivational traces of the problem solving episodes, i.e., the cases, are generated and stored into the case library. Chapter 6 further presented the process to retrieve past cases similar to a new problem

solving situation. The next step consists of extending the problem solver into an analogical reasoner by incorporating into its algorithm the functionality of replanning from past problem solving episodes. These are supplied to the analogical planner as a sequence of decision nodes annotated with the justifications supporting the choices that succeeded or failed.

The general replay mechanism involves therefore a complete interpretation of the justification structures in the context of the new problem to be solved, and the development of adequate actions to be taken when transformed justifications are no longer valid. When solving new problems similar to past cases, one can envision two approaches for derivational replay:

- A. *The satisficing approach* - Minimize planning effort by solving the problem as directly as possible, recycling as much of the old solution as permitted by the justifications.
- B. *The optimizing approach* - Maximize plan quality by expanding the search to consider alternatives of arbitrary decisions and to re-explore failed paths if their causes for failure are not present in the new situation.

This thesis so far implements in full the satisficing approach, although work on establishing workable optimizing criteria may make the optimizing alternative viable (so long as the planner is willing to invest the extra time required). Satisficing also accords with observations of human planning efficiency and human planning errors.

### 7.1.1 Outline of the replay procedure

In the satisficing paradigm, the system is fully guided by its past experience. The syntactic applicability of an operator is always checked by simply testing whether its left hand side matches the current state. Semantic applicability is checked by determining whether the justifications hold (e.g., whether there is still a reason to apply this operator). For all the choice points, the problem solver tests the validity of the justifications (its semantic applicability, or rather its "desirability" in the new situation). In case the choice remains valid in the current problem state, it is merely copied, and in case it is not valid the system has two alternatives:

1. Replan at the particular failed choice, e.g., establishing the current subgoal by other means (find an equivalent operator, or equivalent variable bindings) substituting the new choice for the old one in the solution sequence, or
2. Re-establish the failed condition by adding it as a prioritized goal in the planning, and if achieved simply insert the extra steps into the solution sequence.



In the first case (substitution), deviations from the retrieved solution are minimized by returning to the solution path after making the most localized substitution possible.

The second case occurs for example, when the assumptions for the applicability of an operator fail. The system then tries to overcome the failed condition, and if it succeeds, it returns to the exact point in the derivation to proceed as if nothing had gone wrong earlier. If the extra steps performed do not interfere with the already replayed case steps, the extension occurs without further problems. It may also happen that future steps in the case continue to fail and the case is abandoned.

The two situations may also be described in terms of their effect in how the cases are followed. When the justifications hold, the past choices are transferred to the new context. The cases are advanced to propose to the next potentially useful steps. When the justifications are not valid, then any of the two alternatives described above may correspond to the following actions in the guiding cases:

1. Suspend the guiding case if some extra planning work is needed. For example, this corresponds to the situation where an operator was applied in the past case, and now in the new problem, it cannot be applied yet, as one of its preconditions is not true in the state yet. The replay procedure diverges from the guiding case and tries to replan or recursively tries to find another case that can guide the reachievement of the particular preconditions.
2. Advance the guiding case when some of the past planning work is not necessary. For example, this corresponds to the situation where the past case subgoals in a literal that is now already true in the state. The replay procedure tries to advance the case to the next step that can be replayed.

Deviations theoretically could lead to total divergence from the set of guiding cases. This does not occur however when the adequate foot-print similarity metric is used. The foot-printed initial state which is compared to the new situation captures the relevant features of the initial state in terms of the goals to be achieved and as a function of the solution to be replayed. While the case library is not rich enough in a diversity of cases, the retrieval procedure generally returns a smaller set of guiding cases rather than a larger set of not suitable ones.

Justification structures also encompass the record of past failures in addition to just the subgoaling links [Bhansali, 1991, Kambhampati, 1989, Mostow, 1989]. This allows both the early pruning of current alternatives that were experienced to have failed in the past, and the exploration of alternatives for which the past reason of failure does not exist in the current situation. Furthermore, the replay mechanism

in the context of casual commitment as opposed to least commitment allows naturally to combine guidance from several past problem solving episodes. Replicated adapted decisions can be interleaved and backtracked upon within the totally ordered reasoning plan.

Figure 7.1 outlines in a nutshell the replay procedure.

- 
- Select a case to follow: arbitrarily or by using any other strategy to merge the guidance from the multiple source similar cases.
  - Get relevant operators from past cases.
  - Prune alternative failures from the current search path if the justifications of the past failures hold.
  - Check syntactic applicability of an operator by testing whether its left hand side matches the current state.
  - Semantic applicability of decisions is checked by determining whether the justifications hold.
  - If choice is not valid, choose the suitable action:
    - Suspend the guiding case if some extra planning work is needed, and
      - Retrieve additional case(s) for problem encountered.
      - Or base plan.
    - Advance the guiding case when some of the past planning work is not necessary.
    - Change the focus of attention by selecting another guiding case.
- 

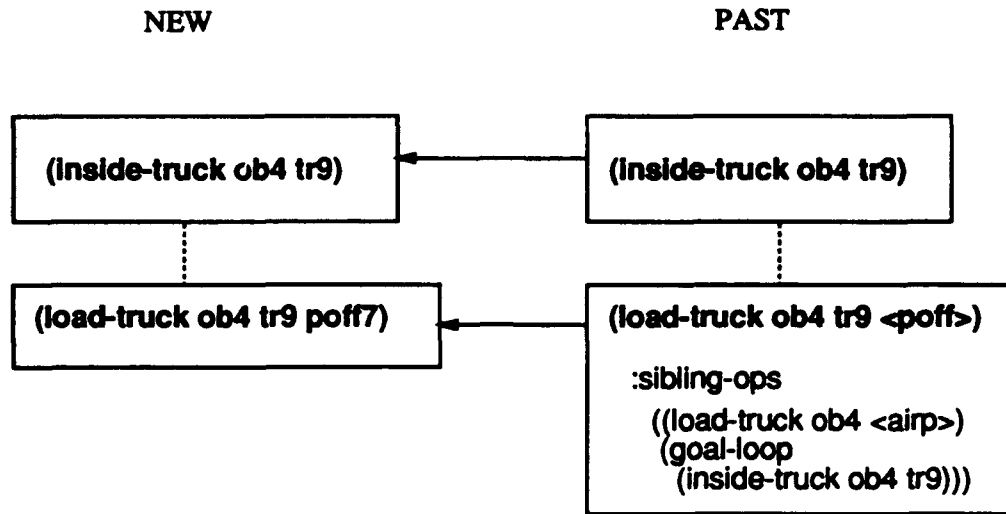
**Figure 7.1:** *Informal outline of the replay procedure*

### 7.1.2 Advantages of replaying

The replay functionality transforms the problem solver, from a module that costly generates possible operators to achieve the goals and searches through the space of alternatives generated, into a module that tests the validity of the choices proposed by the past experience and follows equivalent search directions.

As an example, consider Figure 7.2 which shows the transfer of choices from two past decision nodes.

The past goal node (`inside-truck ob4 tr9`) is transferred to the new context. This node was achieved in the past by loading the object `ob4` into the truck `tr9` at some post office that is not instantiated yet, `<poff>`. Recall that the retrieval procedure returns a partial instantiation for the variables of the past guiding cases. Now at replay time, the algorithm checks whether this operator is still relevant to



**Figure 7.2:** *Transfer from past decision nodes - an example from an operator transfer*

the goal. It fully instantiates the operator by following any justifications available. In this case there is only the implicit **post-office** type of the variable **<poff>**. The replay algorithm chooses an instance of this class and adds the bindings (**<poff>** . **poff7**) to the current partial instantiation.

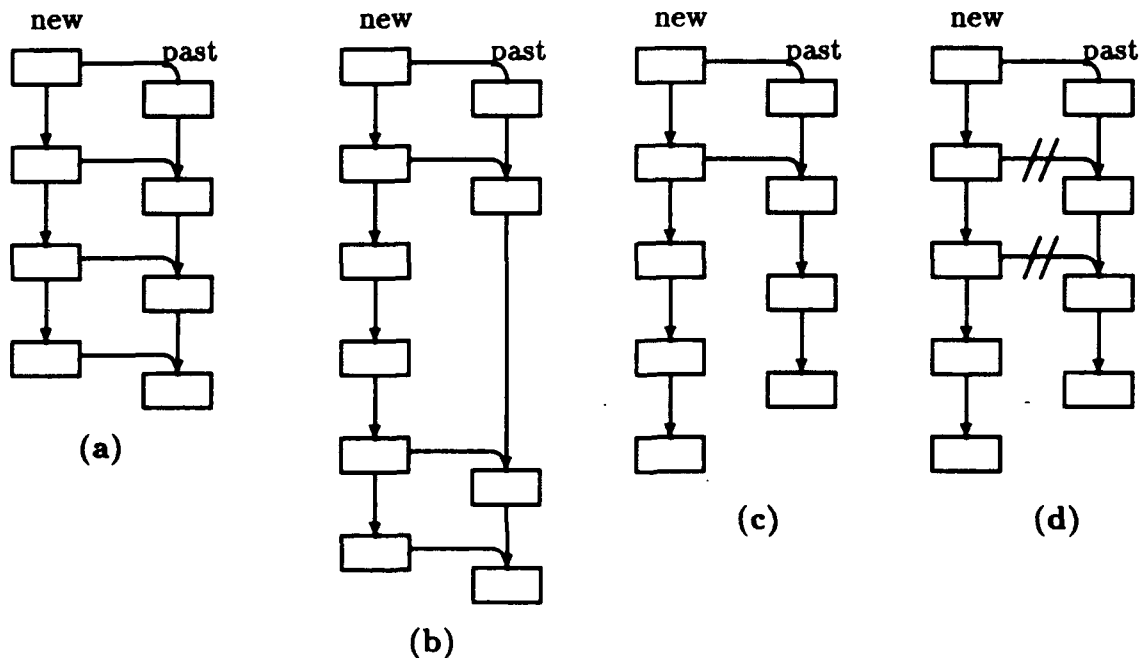
In addition to providing the operator that achieves the goal, the past case also provides information about all the other alternatives available. The ones that were explored in the past and failed have the record of their failure reason. In particular in the sketched example of Figure 7.2, the alternative operator of loading the object into the truck at an airport was explored and failed in the past, because the problem solver encountered a goal loop with the goal (**inside-truck ob4 tr9**). As this same goal is present in the current active search path of the new search tree, the replay procedure prunes that alternative from the new operator node. This early pruning step signifies a reduction in the number of alternatives corresponding therefore to a decrease in the branching factor of the new search tree.

In a nutshell and informally, the replay procedure provides the following benefits to the problem solving procedure:

- Proposal and validation of choices versus generation and search of possible alternatives.
- Reduction of the branching factor – past failed alternatives are pruned up front.
- Subgoal links identify the subparts of the case to replay – the steps that are not in the subgoal chain of active goals are skipped.

### 7.1.3 Feedback to memory

The analogical problem solver has the potential to interpret the utility of the guidance provided by the similar retrieved cases. The degree of success that it experiences transferring the past choices to the new context allows the problem solver to deliberate on the appropriateness of the similarity metric used. Figure 7.3 sketches four situations that may happen during the transfer process.



**Figure 7.3:** Four situations to encode the utility of the guidance received: (a) *Fully-sufficient*: past case is fully copied; (b) *Extension*: past case is used but additional steps are performed in the new case; (c) *Locally-divergent*: justifications do not hold and invalidate transpose part of the past case; (d) *Globally-divergent*: extra steps are performed that undo previously transferred steps.

If a case was *fully-sufficient* under a particular substitution, the memory manager generalizes its data structure over this match updating the indices to access these cases. If the new problem is an *extension* of the previous case, the conditions that lead into the adaptation and extension work are used to differentiate the indexing of the two cases. The situations where the two cases *diverge* represent a currently incorrect memory concept of similarity or lack of knowledge. The case is *locally-divergent* when some justifications do not hold and invalidate the transfer of remaining of the case. The case is *globally-divergent* if the new situation requires extra steps that undo some of the previously transposed steps.

The fact that the retrieval mechanism suggests a past case as most similar to the new problem and the problem solver cannot fully use the past case or even extend it, indicates either the sparsity of better cases in memory, or a similarity function that ignores an important discriminant condition. The memory manager either specializes variables in the memory data structures due to previous overgeneralization or completely sets apart the two cases in the decision structure used for retrieval.

The system learns by experience with its performance evolving from eventual global and local divergent transfers to extension or fully-sufficient cases.

Each case is retrieved as a guiding case for a set of goals from the goal statement. Therefore each case *covers* a set of goals. A case is *abandoned* when all the goals it covers are achieved. Until all the covered goals are achieved, the corresponding guiding case is always considered as a source of possible guidance and the problem solver keeps it active. The covered goals may be achieved by transferring all the steps of the guiding case or there may be local or global divergences. If a divergence is found, the guiding case stays active but suspended at the diverging step. The replay algorithm continues to test for additional transfer. When a local divergence is resolved the transfer continues successfully. If the divergence is global, the case remains suspended and the problem solver is not able to return back to it until all the covered goals are achieved by different means. At this point the suspended case is abandoned as its covered goals are achieved.

## 7.2 The replay algorithm

Chapter 3 presented the base level problem solver, NO LIMIT, which searches for a solution to a problem by using the available domain theory. As the complexity of the problems and domains increases, NO LIMIT becomes less efficient as the size of the search space expands exponentially with the length of the solution. NO LIMIT must then rely on control knowledge to direct its problem solving activity pruning the search space. This thesis explores a method to automatically acquire control guidance by compiling and reusing successful problem solving episodes annotated with the failures encountered and the reasoning process experienced. NO LIMIT's base level problem solving ability is then enlarged with the capability to generate and reuse this episodic control guidance.

Chapter 4 extends NO LIMIT's problem solving procedures with the functionality to generate the annotated search episodes. This section presents formally how these problem solving procedures are augmented with the mastery to use the control guidance provided by the similar problem solving episodes in addition to the available domain theory.

Figure 7.4 shows the main problem solving procedure as previously also shown in Figure 3.7 and discussed in section 3.3.

---

**Input :** A search tree  $T = (N, E)$ , sets  $\mathcal{A}_N, \mathcal{F}_N, \mathcal{S}_N$  of the active, failed, and suspended search tree nodes, and  $act$ , the active leaf node.  
**Output :** An expanded search tree  $T' = (N', E')$ , new sets  $\mathcal{A}_{N'}, \mathcal{F}_{N'}, \mathcal{S}_{N'}$  of the new active, failed, and suspended search tree nodes, and an updated active leaf node.

---

procedure **Problem\_Solving\_Step** ( $N, E, \mathcal{A}_N, \mathcal{F}_N, \mathcal{S}_N, act$ ):

1.  $children\_set \leftarrow \text{Generate\_Children}(T, act)$
  2. if  $children\_set = \emptyset$   
   then
  3.   Return **Backtrack\_Path** ( $N, E, \mathcal{A}_N, \mathcal{F}_N, \mathcal{S}_N, act, \text{no-choices}, children\_set$ )  
   else
  4.    $N' = N \cup children\_set$
  5.    $E' = E \cup \{(act, n) : n \in children\_set\}$
  6.    $T' = (N', E')$
  7.    $termination\_reason \leftarrow \text{Check\_Termination\_Reason}(\mathcal{A}_N, act)$
  8.   case  $termination\_reason$
  9.     success
  10.     Return **Success** ( $N, E, \mathcal{A}_N, \mathcal{F}_N, \mathcal{S}_N, act$ )
  11.     failure
  12.     Return **Backtrack\_Path** ( $N, E, \mathcal{A}_N, \mathcal{F}_N, \mathcal{S}_N, act,$   
        $termination\_reason, children\_set$ )
  13.     shift\_attention
  14.     Return **Backtrack\_Path** ( $N, E, \mathcal{A}_N, \mathcal{F}_N, \mathcal{S}_N \cup children\_set, act,$   
        $termination\_reason, \emptyset$ )
  15.     otherwise
  16.      $\mathcal{S}'_N = \mathcal{S}_N \cup children\_set$
  17.     Return **Pursue\_Active\_Search\_Path** ( $act, children\_set, T'$ )
- 

**Figure 7.4:** Problem solving stepping

This top level stepping procedure remains unchanged and the replay ability is added to its two constituent phases, namely the **expand** and the **commit** ones, captured mainly by the steps 1 and 17 respectively. The next section describes how the replay of the guiding cases transforms the expansion phase from a generation task into a testing one. The following section presents the commit phase driven by the episodic past experience.

### 7.2.1 Generation of new search directions

When no similar guiding cases are available, the problem solver spends a large search effort matching the current problem solving state against its domain theory to resolve what is the suitable next problem solving step. Even when individual control rules are present to help pruning the search tree, it is still a recognized problem [Minton, 1988] to determine which control rules apply to the particular problem solving circumstance.

A guiding case records the sequence of decisions that directed the problem solver through the search space in the past similar problem solving episode. The analogical problem solver follows the guiding cases keeping pointers to the individual steps transferred. The subsequent steps to the current last transposed ones of each of the individual guiding cases are the steps that the analogical reasoner considers as the new possible next steps. Hence the matching cost of deciding which domain knowledge applies is drastically reduced to a well-defined test on the appropriateness of the proposed new steps. Through the similar cases returned by the retriever the analogical problem solver gets guidance for each individual step of the complete reconstruction process.

---

**Input :** A search tree  $T = (N, E)$ , the active leaf node *act*.  
**Output :** A set of the search children available.

---

procedure **Generate\_Children** ( $T, act$ ):

1.  $\mathcal{D} \leftarrow$  the domain theory: operators, inference rules, functions, and control rules.
  2. case *act*
  3. goal node
 

- 3a. *guiding\_case*  $\leftarrow$  **Link\_To\_Past\_Case** (*act*)
    - 3b. if *guiding\_case*
    - 3c. then *child*  $\leftarrow$  **Validate\_Op\_Past\_Case** (*guiding\_case*, *act*)
    - 3d. if *child*
    - 3e. then Return *child*
  4. else Return **Compute\_Relevant\_Instantiated\_Operators** (*act*,  $T, \mathcal{D}$ )
  5. otherwise
  6. *pending\_goals\_set*  $\leftarrow$  **Compute\_Pending\_Goals** (*act*,  $T$ )
  7. *applicable\_operators\_set*  $\leftarrow$  **Identify\_Applicable\_Operators** (*act*,  $T$ )
  8. Return *pending\_goals\_set* and *applicable\_operators\_set*
- 

**Figure 7.5:** Generating the children for a problem solving search tree

The procedure **Generate\_Children** returns the set of possible choices to pursue in the problem solving search tree.

There is a functional distinction between the generation of children search nodes for a goal node and for the other kind of nodes. When the problem solver commits to pursue a specific goal (the active leaf node is that goal), then the next step is to find

the operator that is relevant to this goal. This operator can be obtained from the past guiding case for the goal, if there is one such case. Hence the expansion phase for a goal node (generating its relevant operator) is guided by the past case and the commit phase is mostly passive as the choice is determined at generation time. The next step after an operator is chosen or applied is a new goal to pursue or a new operator to apply. These new steps are "independent" from the last search node. The expansion phase for a chosen or applied operator is not guided by the past cases as the set of pending goals and the set of applicable operators is directly computed from the active search path. The commit phase however is strongly guided by the past cases determining the new next step.

The boxed steps 3a through 3e in Figure 7.5 show the extension to this procedure that enables it to return the operator relevant to a goal from the guiding case. When the active leaf node, *act*, is a goal node, step 3a determines whether *act* is linked to a past case, i.e., whether the decision to work on that goal was guided from a past case. If this is the situation, step 3c tries to validate the relevant operator chosen in the past case. If the justifications for the past choice are no longer valid, then the procedure **Validate\_Op\_Past\_Case** returns a null child as checked at step 3d. In this situation the problem solver proceeds to generate the children search steps from its domain theory (step 4) as the base-level NOLIMIT does.

If the active leaf node is not a goal node, then the generation of children progresses by computing the set of pending goals and applicable operators. This step does not involve any matching (unification) effort. It consists of a look up along the active search path for the operators selected to determine either the corresponding preconditions that are not yet true in the current state or to identify the operators that can be immediately applied as their preconditions are already achieved. The past cases guide the decision making step (commit phase) of choosing what goal to pursue next from the set of pending goals or which operator to apply from the set of applicable operators. The next section shows the procedure **Pursue\_Active\_Search\_Path** that is extended to follow this guidance for the commit phase of the algorithm.

Figure 7.6 shows the procedure that validates a relevant past operator by checking whether the annotated justifications still hold in this new problem solving situation.

Step 1 of the procedure identifies the specific guiding step from the guiding case to which the active search node is linked. When the retrieval procedure returns the set of similar past cases, it also identifies a role substitution by which the past and new situations are found similar (see chapter 6). However as only the goal statements and initial states are used to determine the similar past cases, this role substitution provides in general a partial instantiation for the parameterized variables of the past case. Therefore the role substitution available also partially instantiates the relevant past operator. Step 2 completes the instantiation, if needed, and applies



---

**Input :** The active *guiding-case* and the active goal node *act*.  
**Output :** The relevant operator used in the past case validated if its justifications still hold; otherwise nil.

---

```

procedure Validate_Op_Past_Case (guiding-case, act):
1. guiding_step ← Pointer_To_Active_Step (guiding-case)
2. candidate_op ← Apply_And_Extend_Substitution (choice (guiding_step))
3.   if Relevant_To (candidate_op, act)
      then
4.         if Justifications_Hold (why-this-operator (guiding_step), candidate_op)
5.             then Advance_Case (guiding_step, guiding-case)
6.                 Return candidate_op
7.         else Advance_Case (guiding_step, guiding-case)
8.     Return nil

```

---

Figure 7.6: Validating the past chosen operator

the obtained substitution to the past choice. The argument to the procedure **Apply-And-Extend-Substitution**, namely *choice (guiding\_step)*, is the value of the slot *:choice* of the past search node, *guiding\_step*.

To illustrate the partial instantiation provided by the retrieval procedure being extended at replay time, consider the two problems sketched below:

Past case:	New situation:
(goal (inside-truck <ob5> <tr9>))	(goal (inside-truck ob11 tr14))
(foot-printed-state	(state (and ...
(inside-airplane <ob5> <p17>)	(inside-airplane ob11 pl10)
(at-truck <tr9> <p011>)	(at-truck tr14 a99)
(same-city <p011> <a49>)	(at-airplane pl10 a3)
(at-airplane <p17> <a45>))	...))

Suppose that the retrieval procedure returns the following substitution: ((<ob5> . ob11), (<tr9> . tr14), (<p17> . pl10), (<a45> . a3)). Figure 7.7 shows a fragment of the trace of the replay run. After step 3 the replay algorithm accesses the relevant operator used in the past case, namely (load-truck ob11 tr14 <ap63>). One of the arguments of this operator is not instantiated by the partial instantiation returned by the retrieval module, namely the variable <ap63>. The substitution is completed at replay time. As the variable is of the class *airport*, the substitution is completed with the bindings (<ap63> . a99) and reused in the future case steps, as shown in the steps 4 and 5.

Returning to the presentation of the algorithm of Figure 7.6, step 3 tests if the operator is still relevant to the goal at the active leaf node. The operator is relevant if

```

...
Following case-step case-rep3-4-2.

3. tn3 (inside-truck ob11 tr14)

Getting candidate past chosen-op snode.
Case step to compare (load-truck ob11 tr14 <ap63>)
Following case!
Following case-step case-rep3-4-3.

4. tn4 (load-truck ob11 tr14 a99)

No applicable-op (or forget about it, because decision is SUBGOAL)
Checking for a case to follow.
These are the available cases ((case-rep3-4 . case-rep3-4-4))
Only one pending goal: (at-obj ob11 a99).
Found case step for unique goal case-rep3-4-4.
Case was advanced one more search cycle
    to step case-rep3-4-6: (at-truck tr14 a99).
Following case-step case-rep3-4-4.

5. tn5 (at-obj ob11 a99)
...

```

Figure 7.7: Role substitution added at replay time

one of its effects unifies with the goal, which means that the goal is achieved when the operator applies to a state which is an element of the class of states represented by the set of its preconditions. At step 4, the procedure **Justifications\_Hold** tests whether the reasons for the choice of this operator still hold in the current new situation. The operator decision node records the reasons why-this-operator was selected in the past. Finally steps 5 or 7 advance the case to the next potentially transferable step.

Chosen Op Node	:choice is used to get the pointer to the operator description;
:choice	:sibling-relevant-ops is used to prune the alternative operators if the reasons of failure experienced in the past still hold;
:sibling-relevant-ops	
:why-this-operator	:why-this-operator is used to test whether the choice agrees with the explicit direction provided in the past;
:relevant-to	:relevant-to is used to identify the goal(s) that dictated the selection of this operator.

Figure 7.8: Reusing the justifications of a chosen operator node

Figure 7.8 summarizes the reuse of the justifications annotated at a decision node corresponding to the choice of an operator. The next section shows how a past goal choice or a past choice to apply an operator determines the choices in the new context.

### 7.2.2 Pursuing the search

After the procedure **Generate\_Children** identifies the possible next search steps, the problem solver faces a “committing” phase to decide which particular step to pursue. Figure 7.9 shows the procedure **Pursue\_Active\_Search\_Path**.

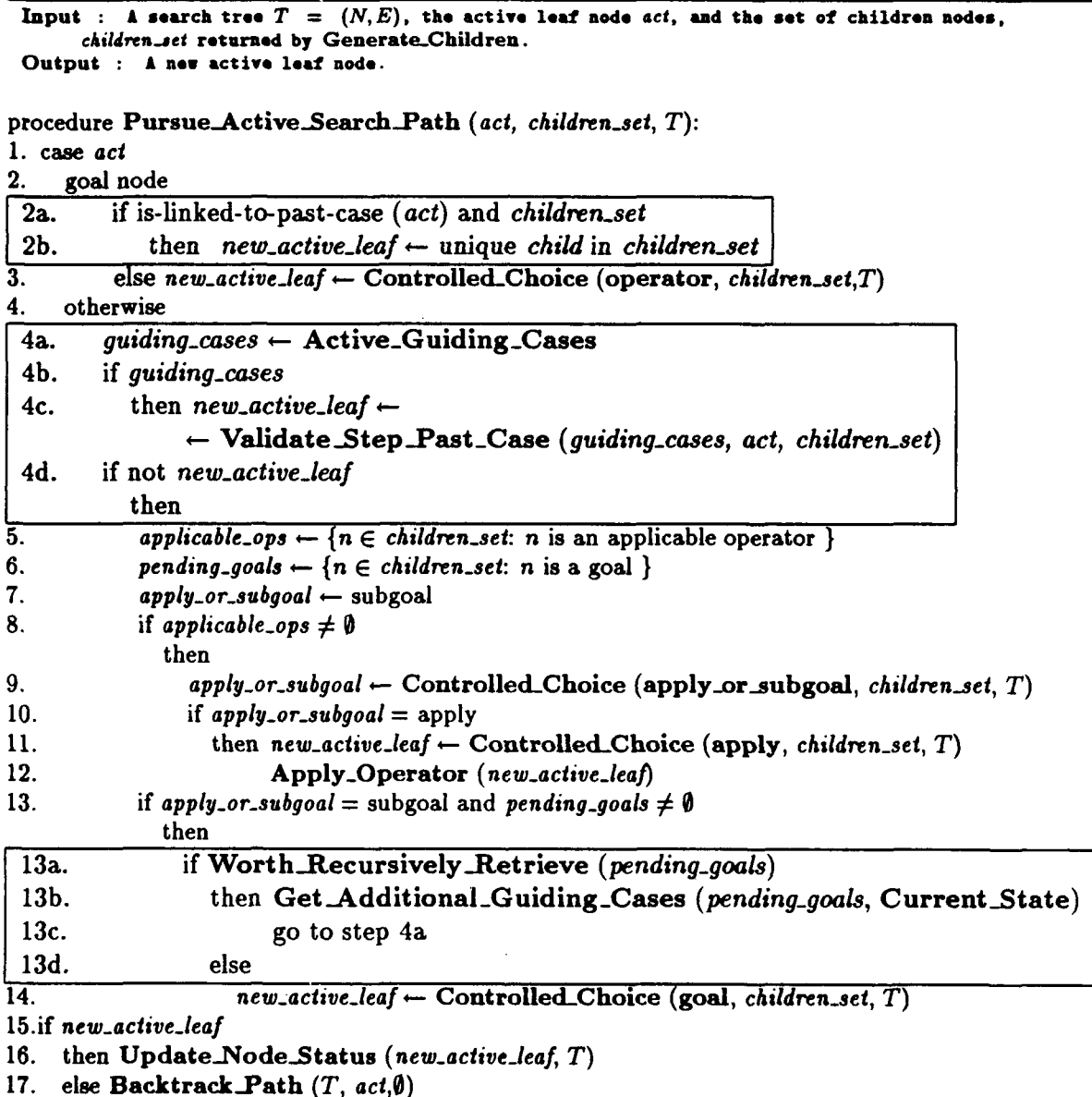


Figure 7.9: Committing in the active search path

The boxed steps 2a-2b, 4a-4d, and 13a-13d show the functionality added to the base procedure to consider the past cases to guide the choice of the next step to pursue.

When the active search node is a goal node, the procedure **Generate\_Children** validates the operator that is found relevant to the goal in the past guiding case. The commitment is therefore done at generation time and steps 2a and 2b return the choice already selected in this situation. Steps 4a through 4d handle the complementary situations where the active search node is either a chosen or applied operator node. The problem solver incurs first on the validation of a past choice at step 4c. When this validation procedure **Validate\_Step\_Past\_Case** does not find a justified past choice, as tested at step 4d, then the algorithm proceeds as if it were not guided (steps 5-13 and 14-17).

If the problem solver encounters a new unguided subgoal, steps 13a-13d show that the replay algorithm may recursively invoke the retrieval of additional guiding cases for the current set of pending goals. The procedure **Worth\_Recursively\_Retrieve** at step 13a decides whether this recursive invocation of guidance is worth pursuing. This decision may be as elaborated as desired and may be based on a prediction of the complexity of the new goal encountered. In particular in the experiments run in this thesis, the problem solver has a predefined ranking of the goals that dictates the decision of the recursive retrieval. It is a challenging future work extension to this thesis to apply machine learning techniques to support the automatic improvement also of this level of decision making.

Figure 7.10 shows the procedure that accomplishes the validation of the goal and applied operator choices at the past cases.

The procedure consists of two interleaved phases of **merging** and **validating** the candidate possible steps from the several guiding cases.

### Merging multiple guiding cases

The replay procedure works its reconstruction mechanism from a set of guiding cases as opposed to necessarily a single past case (see chapter 6). This enhancement constitutes a powerful technique to get guidance from complementary individual past cases. The replay of multiple cases proves to be highly useful for complex problems that may be solved by resolving minor interactions among simpler past cases. Following several cases however poses an additional decision making step of choosing which case to pursue. Resolving at this level of decision making may be seen as an instance of meta-level reasoning in a higher level of abstraction than the domain level decisions, such as which operator to apply, or which goal to pursue next in order to solve a user given problem situation. Although developing a learning method for

---

**Input :** The set of *guiding\_cases*, the active leaf node *act*, and the set of children nodes, *children\_set* returned by *Generate\_Children*.  
**Output :** A new active leaf node from a guiding case.

---

```

procedure Validate_Step_Past_Case (guiding_cases, act, children_set)
1. merging_strategy ← Active_Case_Merging_Strategy (guiding_cases, children_set)
2. guiding_case ← Choose_Case (merging_strategy, guiding_cases, act, children_set)
3. guiding_step ← Next_Case_Step (guiding_case)
4. case guiding_step
5.   goal-decision
6.     candidate_goal ← Apply_Substitution (choice (guiding_step))
7.     if Justifications_Hold (why-this-goal (guiding_step), candidate_goal)
8.       then Advance_All_Cases (guiding_case, guiding_cases)
9.       Return candidate_goal
10.    else merging_strategy ← exploratory
11.         guiding_cases ← guiding_cases \ {guiding_case}
12.         go to step 2
13.   applied-operator-decision
14.     candidate_applied_op ← Apply_Substitution ((choice (guiding_step)))
15.     if Applicable_Operator (candidate_applied_operator)
16.       Justifications_Hold (why-this-operator (guiding_step),
17.                             candidate_applied_op)
18.       then Advance_All_Cases (guiding_case, guiding_cases)
19.       Return candidate_applied_op
20.     else merging_strategy ← exploratory
21.          guiding_cases ← guiding_cases \ {guiding_case}
22.          go to step 2
23.   otherwise
24.     Return nil

```

---

Figure 7.10: Validating a new step from a past case

meta-level decision making is beyond the immediate focus of this work, I explored a few different strategies to merge the guidance from the several cases from the set of similar cases. Figure 7.11 presents the procedure to choose a case from the set of guiding cases which shows four different merging strategies:

**Serial:** The cases are merged serially one after the other. The particular initial merging ordering of cases is randomly chosen. The procedure **Link\_To\_Past\_Case** at step 3 returns the last case that has been followed. When all the steps of a case are reused or the case is abandoned then the next case in the serial order is returned and followed.

**Round-robin:** This is an opposite strategy to the serial one. The cases are maximally interleaved by following a step of each case at a time. The particular initial merging ordering of the cases is also randomly chosen. The procedure **Next\_Case\_After** returns the next case in the merging ordering after the case that is linked to the current active search node or after the last guided search node, if the current node is unguided.

**Eager:** When there are applicable operators in the *children\_set*, i.e., in the set of possible next problem solving actions, this eager merging strategy looks for the past cases that are suspended at steps where any of these particular operators were applied in the past. Step 1 of the procedure **Validate\_Step\_Past\_Case** (see Figure 7.10) sets this eager merging strategy as the active one in this eventuality, i.e., when there are applicable operators in the set of children search steps. The procedure **Find\_Applying\_Op\_Case** at step 7 finds the guiding case that points at an applicable operator from the *children\_set*. The justification structures at the past cases can provide information about a successful order to apply several applicable operators.

**Exploratory:** Finally this strategy merges the cases in a random order. The procedure **Randomly\_Pick\_Case** returns a case arbitrarily chosen from the set of guiding cases.

---

**Input :** The set of *guiding\_cases*, the active leaf node *act*, and the set of children nodes, *children\_set* returned by **Generate\_Children**, and the current *merging\_strategy*.  
**Output :** A new case to follow.

---

```

procedure Choose_Case (merging_strategy, guiding_cases, act, children_set)
1.  case merging_strategy
2.      serial
3.          Return Link_To_Past_Case (act)
4.      round-robin
5.          Return Next_Case_After (guiding_cases, Link_To_Past_Case (act))
6.      eager
7.          Return Find_Applying_Op_Case (guiding_cases, children_set)
8.      exploratory
9.          Return Randomly_Pick_Case (guiding_cases)

```

---

**Figure 7.11:** Strategies to choose a case to pursue from the set of guiding cases

It is interesting to briefly discuss these different merging strategies. The question to be addressed is twofold: Which of the merging strategies is more advantageous

to help reduce the problem solving base search effort? And which of the merging strategies allows the learner to accumulate richer cases in terms of the interactions among goals? To debate these issues, consider the two extreme situations in terms of goal interactions, namely:

- A**, where the set of goals covered by the different guiding cases are all independent from each other, and
- B**, where there are strong interactions among the goals covered by the different cases.

In terms of the expected reduction of the problem solving search effort, for situation **A** all the merging strategies are equivalent as the goals do not interact. On the other hand, for situation **B**, the merging strategy used produces fundamentally different results in search reduction. A serial strategy delays to an extreme the detection of goal interactions. A round-robin strategy may be able to spot the goal interactions rather early and contribute to avoid long undesirable serial search paths. This strategy provides the maximum benefits but only if the correct initial case ordering is selected. The exploratory strategy balances these two strategies by allowing cases to both be serialized or interleaved.

In terms of the accumulation of a wide variety of cases, the learner masters from a rich problem solving experience. Ideally the learner benefits most from an integral understanding of the complete search space as a result of its entire exploration by the problem solver identifying all the failing and succeeding paths. This situation however is not desirable in terms of problem solving efficiency. For both situations **A** and **B**, the problem solver ends up finding the correct solution after the necessary search. The learner captures and compiles the existing goal interactions. The issue is which of the strategies allows a richer exploration of the search space to learn from success and failures. The serial merging strategy is indifferent for situation **A** for both search reduction and learning usefulness. For situation **B** both the serial and the round-robin strategies are equally useful from the learning perspective, as they depend heavily on the initial case ordering. In a nutshell this discussion leads into the conclusion that the exploratory strategy secures the trade-off between handling situations **A** and **B** successfully both from the search reduction and learning utility point of views. In the experiments run in this thesis, the merging strategy is fixed to be the exploratory one. The choices are picked up randomly from the set of available alternatives, if no additional guidance can be applied.

The procedure `Validate_Step_Past_Case` in Figure 7.10 shows that the justifications stored at the case nodes may override an a priori choice of case merging strategy. In fact steps 9-11 and equivalently steps 18-20 set the exploratory merging strategy when the justifications of the selected node do not hold in the new context.

Therefore these two phases of choosing a case and validating the past case step in the procedure **Validate\_Step\_Past\_Case** are bound together.

### Validating the justifications structure

I discuss now the validation phase of the procedure **Validate\_Step\_Past\_Case** shown in Figure 7.10. After a particular case is chosen to be pursued at step 2, steps 6 through 8 validate the choice proposed if this is a goal decision. Figure 7.12 summarizes the reuse of the justifications annotated at the different slots of a goal decision node of a guiding case.

<b>Goal Node</b>	<b>:choice</b> is used to get the goal literal;
<b>:choice</b>	<b>:sibling-goals</b> is used to prune the alternative goal choices
<b>:sibling-goals</b>	if the reasons of failure experienced in the past still hold;
<b>:sibling-applicable-ops</b>	this justification captures the experienced failed goal orderings;
<b>:why-subgoal</b>	<b>:sibling-applicable-ops</b> is used to prune the alternative applicable operators if the reasons of failure for immediate operator application instead of continued subgoaling still hold;
<b>:why-this-goal</b>	<b>:why-subgoal, :why-this-goal</b> is used to test whether the choice agrees with the explicit direction provided in the past;
<b>:precond-of</b>	<b>:precond-of</b> is used to identify the operator(s) that need this goal.

**Figure 7.12:** *Reusing the justifications of a goal node*

Steps 15 through 17 validate the step proposed when this is an applied operator node. In this situation checking the validity of following the same step simply involves to check whether the preconditions of the operator are true in the new state, so the operator can also be applied. Figure 7.13 summarizes the reuse of the justifications annotated at an applied operator node.

Chapter 4 introduced the language that is used to specify the justifications in particular at the why- slots. The power of the replay mechanism stems exactly from the ability to understand and reinterpret the annotations at the past decision nodes. The generation and replay phases of the analogical process are strongly interconnected. The generation procedure successfully identifies the reasons that support the decisions made only if it associates with these justifications a meaning that can be checked at replay time. Figure 7.14 summarizes the actions of the procedure **Justifications\_Hold** that interprets the language of the annotations at the why- slots which can each take the values select, prefer, reject, case, function, and why-user.



<b>Applied Op Node</b>	<b>:choice</b> is used to get the pointer to the operator description;
<b>:choice</b>	<b>:sibling-goals</b> is used to prune the alternative goal choices if the reasons of failure experienced in the past still hold;
<b>:sibling-goals</b>	<b>:sibling-applicable-ops</b> is used to prune the alternative applicable operators if there was more than one applicable operator; orderings of this justification captures the experienced particular orderings of applying operators that failed in the past case;
<b>:sibling-applicable-ops</b>	<b>:why-apply, :why-this-operator</b> is used to test whether the choice agrees with the explicit direction provided in the past;
<b>:why-apply</b>	<b>:chosen-at</b> is used to get a pointer to the step where the operator is chosen; when advancing a case to a suitable next step, the applied operator steps corresponding to operators not chosen are skipped;
<b>:why-this-operator</b>	<b>:preconds</b> is used to test the syntactic applicability of the operators by checking whether these preconditions are true in the current world state;
<b>:chosen-at</b>	<b>:adds, :dels</b> is not directly used by the replay mechanism, at decision making time; this information to identify the dependencies among the final steps of the solution.
<b>:preconds</b>	
<b>:adds</b>	
<b>:dels</b>	

Figure 7.13: Reusing the justifications of an applied operator node

The why-user and the function slot values are associated with a user-given, or otherwise known, function definition that at replay time is used as a predicate to validate the past choice.

<b>:why-this-operator</b>	<b>select, reject, prefer:</b> the control rule is evoked with the current role substitution; if it applies to this new context the choice is validated, otherwise it is not;
<b>:why-this-goal</b>	<b>case:</b> the case step pointed at is recursively checked; (the current implementation explicitly and redundantly copies the justifications of the past case step into the new decision node);
<b>:why-apply</b>	<b>function, why-user:</b> the function is called with the arguments updated to the new context.
<b>:why-subgoal</b>	
<b>select &lt;control-rule-name&gt;</b>	
<b>prefer &lt;control-rule-name&gt;</b>	
<b>reject &lt;control-rule-name&gt;</b>	
<b>case &lt;case-step-name&gt;</b>	
<b>function &lt;function-call&gt;</b>	
<b>why-user &lt;function-call&gt;</b>	

Figure 7.14: Reusing the justifications at the why-slots

When the justifications are valid in the new context the choice is returned to the problem solving stepping function that proceeds exploring an equivalent reasoning path to the guiding cases. When a justification is not valid in the new context, the validation procedure either tries to pursue a different case or returns nil, i.e., no past choice is supported by its justifications in the new problem solving context.

### 7.2.3 Advancing the cases

When the transfer occurs from a past guiding case to the new problem solving episode the past guiding cases are advanced to their new possible steps. In principle only one guiding case should be advanced, namely the one from which the transfer effectively occurred. However it is often the situation that the guiding cases share some common steps and therefore the algorithm advances all the cases that share the transferred guiding step. Figure 7.15 shows the algorithm to accomplish this move forward in the guiding cases.

Chapter 5 showed how a case is indexed by all the sets of interacting goals and chapter 6 presented how a case is retrieved for any of those sets to cover a new set of goals. The subgoal structure is used to identify the steps of the case that are in use and can potentially be useful in the reconstruction process.

**Definition 11 Potentially useful step of a guiding case:**

*A step of a guiding case is a potentially useful step, iff the step is in the subgoal structure of any of the goals covered by the guiding case.*

Step 4 of the procedure **Advance\_Case** in Figure 7.15 determines whether a goal node is a potentially useful step by determining whether the goal is in the subgoal chain of any of the covered goals. Similarly step 9 checks finds that an operator node is a potentially useful step, if it is relevant to some potentially useful goal. Finally step 13 settles that an applied operator node is potentially useful if the operator node where it was chosen at, was found useful. The procedure follows recursively a case until it finds a potentially useful step. If no such step is found and the case is advanced unsuccessfully until its last step, step 17 declares that the case is abandoned, i.e., the case is removed from the set of active cases for the current active search path.

### Failing and backtracking

The analogical problem solver may still encounter failures due to some goal interactions not previously experienced and therefore unguided, or due to the partial match between the new and past situations. The backtracking algorithm finds the search

---

**Input :** The set of *guiding-cases* and the current *guiding-case*.

**Output :** The set of *guiding-cases* with the pointers to the candidate next steps.

---

```

procedure Advance_All_Cases (guiding-case, guiding-cases)
1.  current_used_step ← Current_Case_Step (guiding-case)
2.  Advance_Case (current_used_step, guiding-case)
3.  foreach case ∈ (guiding-cases \ {guiding-case})
4.      active_case_step ← Current_Case_Step (case)
5.      if choice (current_used_step) = choice (active_case_step)
6.          then Advance_Case (active_case_step, case)

procedure Advance_Case (current_step, guiding-case)
1.  next_current_step ← Next_Case_Step (current_step, guiding-case)
2.  covered_goals ← Goals_Covered_by_Case (guiding-case)
3.  case next_current_step
4.      goal-decision-node
5.          if Is_in_Subgoaling_Chain (next_current_step, covered_goals)
6.              then Current_Case_Step ← next_current_step
7.              else Advance_Case (next_current_step, guiding-case)
8.      chosen-operator-node
9.          if Is_Relevant_To (next_current_step, covered_goals)
10.             then Current_Case_Step ← next_current_step
11.             else Advance_Case (next_current_step, guiding-case)
12.      applied-operator-node
13.          if Is_Relevant_To (chosen-at (next_current_step), covered_goals)
14.              then Current_Case_Step ← next_current_step
15.              else Advance_Case (next_current_step, guiding-case)
16.      otherwise ;case was advanced to the end
17.      Case_Abandoned (guiding-case)

```

---

**Figure 7.15:** Advancing the guiding cases to the next potentially useful steps

nodes with alternative choices. Due to the recording of the failures as justifications at the case nodes, the branching factor on the number of possible alternatives is drastically reduced by the past validated failures. When a new choice point is found, the pointers to the transferable steps of the guiding cases are updated and set back to the new problem solving state from which the search proceeds.

### 7.3 Examples

This section presents some examples that illustrate some aspects of the replay procedure (other examples can be found in [Veloso and Carbonell, 1992a]), including the reuse of the subgoal structure, of the record of failures, and of the justifications at the why-slots; and the exploratory merging of guiding cases.

#### Following one case - the subgoal structure and failures

Figure 7.16 illustrates how the subgoal structure and the failure records at a stored case can help guiding the reconstruction process for a similar new problem. First let me introduce the basic representation used in the figure. The left side of Figure 7.16 shows a sequence of nodes named *cn1* through *cn21* that correspond to a past stored case. The sequence of nodes, *n1*,... *n21*, on the right side of Figure 7.16 represents the new problem solving episode. Both sequences represent successful search paths. The arrows across the nodes show the transfer occurred from the nodes of the past case into the new situation.

The past case was stored with instances generalized to variables of the same class as presented in chapter 5. When the case is retrieved as similar to a new situation, the partial match found between the old and new situations defines partial bindings to the variablized past case. The past generalized problem involved moving an object *<ob9>* from the post office, *<po35>*, at some city, to an airport, *<ap17>*, at a different city. In the past initial state there is a truck *<tr35>* at the post office *<po35>*, and an airplane *<p13>* at the airport *<ap17>*. Formally the relevant past initial state is: (at-obj *<ob9>* *<po35>*) (at-truck *<tr35>* *<po35>*) (at-airplane *<p13>* *<ap17>*) (same-city *<po35>* *<ap35>*). The goal statement is the simple goal (at-obj *<ob9>* *<ap17>*).

Assume that this case is retrieved to guide a new problem where an object *ob0* is also to be moved from a post office *p0* to an airport *a2* at a different city. In this new initial state however a truck *tr0* is at the airport *a0* and there is an airplane *p10* also at *a0*. Formally the initial state is: (at-obj *ob0* *p0*) (at-truck *tr0* *a0*) (at-airplane *p10* *a0*) (same-city *p0* *a0*), and the goal statement is: (at-obj *ob0* *a2*). The retrieval procedure returns the substitution ((*<ob9>* . *ob0*), (*<po35>* . *p0*), (*<ap35>* . *a0*), (*<ap17>* . *a2*)) as a partial match between that past case and the new situation. Note that neither the truck *<tr35>* nor the airplane *<p13>* get bindings from this partial match. However the replay mechanism further assigns bindings as the match between the two situations becomes clearer along the reconstruction. The case is further instantiated with the substitutions (*<tr35>*

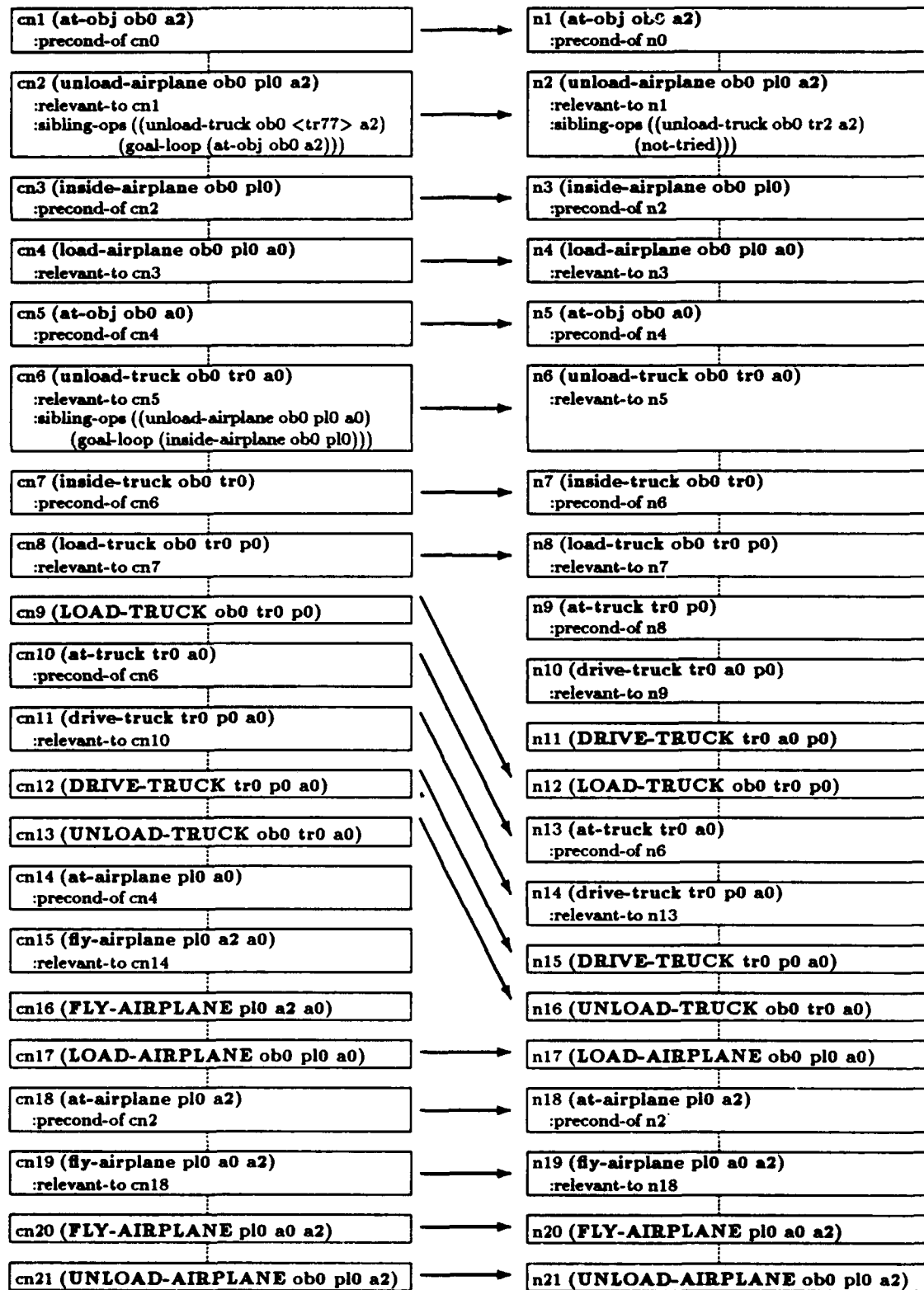


Figure 7.16: Following one case - Subgoal structure and failures

. tr0) and (<p13> . p10) that occur dynamically at transfer time as discussed earlier.

The same goal is chosen at the node n1 as it was at node cn1. At node cn2 the past case records that the operator (unload-airplane ob0 <p13> a2) was successfully chosen and that the operator (unload-truck ob0 <tr77> a2) failed. This information guides the decision at node n2 of choosing (also successfully as realized in the sequence) the relevant operator (unload-airplane ob0 p10 a2) instead of (unload-truck ob0 tr2 a2). The substitution (<p13> . p10) is set and applied to the case. The transfer continues interleaving the choices of goals and relevant operators in the same subgoal chains. At node cn6 the alternative choice of (unload-airplane ob0 p10 a0) is pruned from the new case, because the justification for failure in the past, namely the goal-loop of the goal (inside-airplane ob0 p10), also holds. This goal is chosen in this search path, namely at node n3, and is not achieved yet at the current node n6.

As noticed above, the problems diverge in the location of the truck and airplane. In fact at node cn9, the past decision of loading the truck at the post office cannot now be immediately transferred as the operator (load-truck ob0 tr0 p0) is not applicable in the new problem. The new solution diverges then from the past case at nodes n9, n10, and n11, where the conditions for applying that operator are set, namely by driving the truck tr0 from the airport a0 to the post office p0. The past case is stopped at the node cn9. The past decision is tested at each new step to see whether it is justified. This happens at node n12 where the transfer continues. A somehow symmetric situation occurs when, at the node cn14, the goal (at-airplane p10 a0) is not a pending goal in the new problem, as the airplane was initially already at the airport a0. In this situation, the past case is advanced and the steps in the subgoal structure of that goal are skipped. The transfer is pursued at node cn17 and the reconstruction process terminates successfully.

### Following multiple cases - reuse of justifications

Figure 7.17 shows a reconstruction process guided by two past cases. The new situation is shown at the center of the figure and the two past guiding cases on its left and right. The new problem to be solved consists of a two-goal conjunct, namely to load an object ob4 into a truck tr9 and to load another object ob2 into an airplane p17. The goal conjunct is (and (inside-truck ob4 tr9) (inside-airplane ob2 p17)). The literals (at-obj ob4 p5) (inside-truck ob2 tr9) (at-airplane p17 a11) are in the new initial state.

The case represented on the left corresponds to a situation where an object was also to be loaded into a truck. However this truck was at the airport of the city and

not at the post office. The case represented on the right corresponds to a past solved problem where an object is to be loaded into an airplane and the object is already at the airport.

The transfer occurs by interleaving the two guiding cases and performing any additional work needed to accomplish remaining subgoals. In particular, the case nodes cn3 through cn5 of the left case were not reused, as there is a truck already at the post office in the new problem. On the other hand, the nodes n3-4 and n8-11 correspond to unguided additional planning work done in the new case.

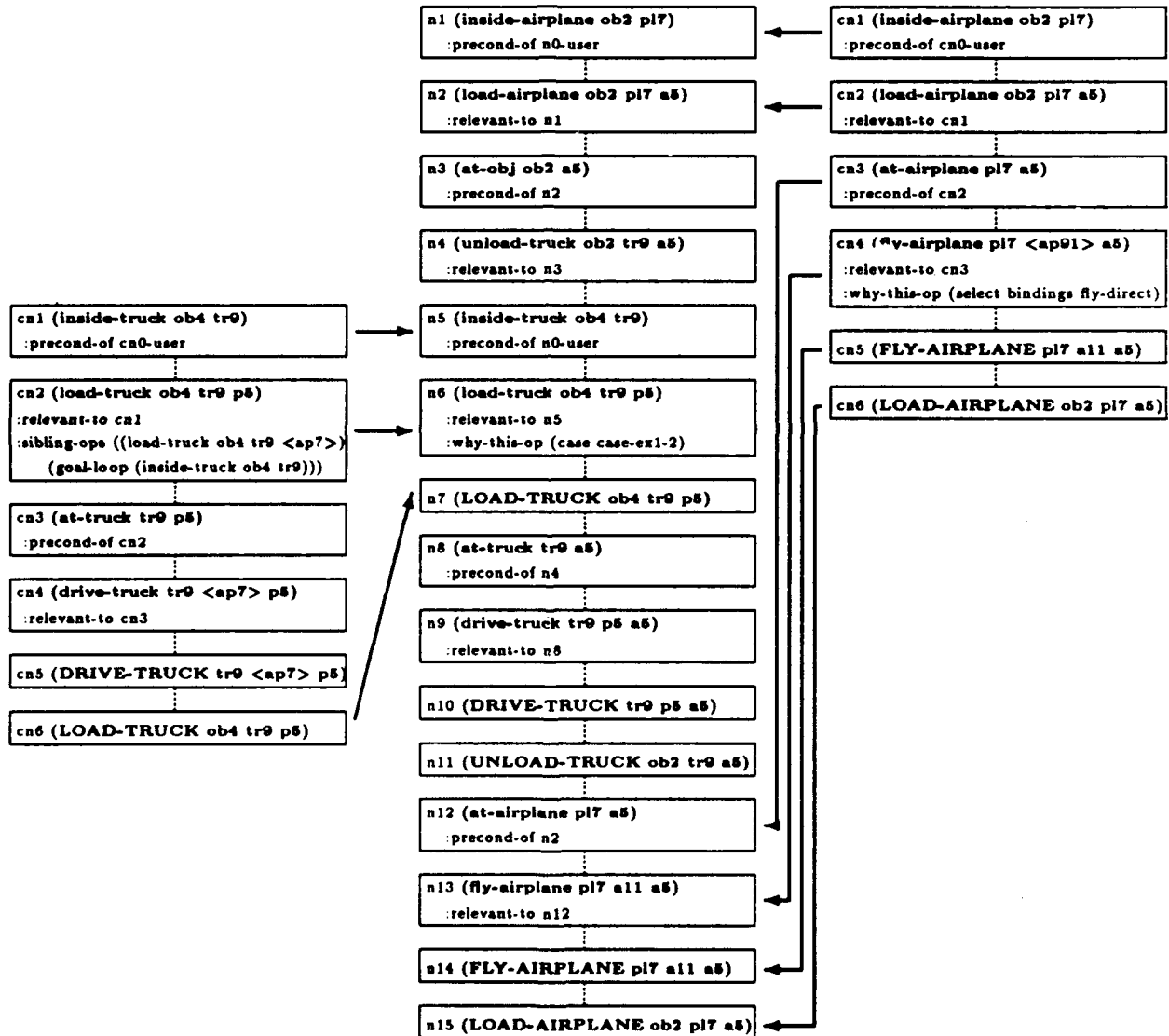


Figure 7.17: Following multiple cases - Merging during derivational replay

Also notice that, at node *n6*, the replay mechanism prunes out an alternative possible suitable operator, namely to load the truck at any airport, because of the recorded past failure at the node *cn2* from the left case. The recorded reason for that failure, namely a goal-loop with the (*inside-truck ob4 tr9*), holds again in the new situation, as that goal is in the current set of open goals, at node *n1*. Record of past failures therefore help pruning alternatives ahead. Node *n6* is annotated with the justification that the decision is made by following the case that solved problem *ex1* denominated *case-ex1-2*. When the new case is reused, *case-ex1-2* may be inspected, if needed, to trace back the justifications that dictated the choice.

The subgoal structure stored at the past cases defines which case should be followed next. When there is nothing specifying which case to follow, the replay mechanism randomly decides on the case to pursue. This randomness occurs in a small percentage of the decisions as most of them are guided by the justifications stored in particular by the subgoal chaining. The experiments run show interestingly that the random behavior allows innovative merging of past cases leading to solutions of a better quality in several situations (see chapter 8, section 8.2.5).

To illustrate in addition the reuse of a justification at an why- slot, notice the transfer from node *cn4* of the case on the right that solved problem *ex2*, to the new node *n13*. The past decision node *cn4* is annotated with the justification :*why-this-op* (*select bindings fly-direct*) for the reason why this operator was chosen. *fly-direct* refers to the name of a control rule that binds the source airport of the operator *FLY-AIRPLANE* to the airport where the airplane is currently at. Hence, when an airplane is needed at some airport, it flies directly from the airport where it is to the airport destination without flying through any intermediate location. A sketch of this control rule is the following:

(CONTROL-RULE FLY-DIRECT

```
(<airplane> <destination-airport> <source-airport>)
(preconds
  (and (current-op-p 'FLY-AIRPLANE)
        (current-goal (at-airplane <airplane> <destination-airport>))
        (true-in-state (at-airplane <airplane> <source-airport>))))
(effects (select bindings ((<loc-from> . <source-airport>)))))
```

When the replay procedure tries to get guidance from the node *cn4* to the new situation, it finds that the source airport is not bound by the partial bindings returned by the retrieval procedure. Using the justification annotated, the replay mechanism sets the source airport to *a11* as shown at *n13*. This binding is obtained by attempting to validate the justification, as the control rule proposed holds due to the fact that (*at-airplane p17 a11*) is true in the current new state. This binding information



could equivalently have been provided by an external user by using the why-user slot, or could be obtained by the bindings returned by the retrieval procedure. The why-slots may also be used to provide information on particular goal, operator, or binding selections to increase the quality of the plans produced by the problem solver.

## 7.4 Feedback from the problem solver to memory

After the analogical problem solver finds a solution to a new problem directed by the retrieved similar past cases, it can evaluate the utility of the guidance provided by those past cases. In general the analogical problem solver acts as a tester of the accuracy of the similarity metric that dictated the selection of the particular set of guiding cases. This section presents a simple way of improving the similarity metric among problems based on a rudimentary feedback from the analogical problem solver on the utility of the guiding cases retrieved. This elementary technique was developed mostly for the purpose of demonstrating that the problem solver has access to enough knowledge from which to reason about the utility of the guidance. The approach, even if elementary, presents the novelty that the problem solver may act automatically as a tester and learner of the similarity metric. I find an interesting future work direction (see chapter 10) to explore more sophisticated techniques to incrementally learn an accurate similarity metric based on the feedback given by the problem solver. In a nutshell the supporting method for the closed-loop approach proposed in this work consists of allowing the analogical problem solver to supply feedback on the relative relevance of the literals of the initial state with respect to the goals that they contribute to achieve.

### 7.4.1 The method explored

At retrieval time, the new problem is described by a goal statement and an initial state. As the problem solver did not solve the problem yet, it does not know which features of the initial state will be relevant, i.e., foot-printed, to solving the problem, i.e., to achieving the goal statement. On the other hand the cases stored in the case library against whom the retriever compares the new problem, are indexed through the foot-printed initial state. However not all the features in the foot-printed initial state may be equally relevant in terms of the search effort invested in solving the corresponding achieved goals. This is why the foot-printed initial state that indexes the cases is organized in a discrimination tree. This structure captures different levels of relevance by their depth with respect to the root of the tree. Chapter 5 presented the formal procedure to organize the case library. In a nutshell the insertion of a new

case into the discrimination network conforms a particular order of relevance, stored in the variable *\*relevance-bias\** at each network. The problem solver changes this bias according to the utility of the guidance at replay time, and the discrimination network is reorganized when this bias changes.

### 7.4.2 Illustrative example

Figure 7.18 shows a problem where an object ob1 must be located at an airport a7 and is initially inside of a truck tr5 which is at the airport a7.

(has-instances	(state (and	(goal
(OBJECT ob1)	(inside-truck ob1 tr5)	(at-obj ob1 a7))
(TRUCK tr5)	(at-truck tr5 a7)	
(AIRPLANE pl3)	(at-airplane pl3 a7)	
(AIRPORT a7)	(same-city a7 p7))	
(POST-OFFICE p7)		
(CITY c7))		
(a)	(b)	(c)

Figure 7.18: An example problem - in-truck: (a) class distribution of instances, (b) initial state, (c) goal statement

Suppose that there is a case in the case library, say *case-in-airplane*, as shown in Figure 7.19, where an object must also be located at an airport, as indicated by the goal (at-obj <ob23> <a35>). As this case was previously solved it is indexed by the foot-printed initial state that shows that the two relevant literals to achieve the goal are both that the object is inside of an airplane, (inside-airplane <ob23> <pl44>), and that the location of the airplane is at the airport destination, i.e., (at-airplane <pl44> <a35>).

class of variables:	(foot-printed-initial-state	(goal
(OBJECT <ob23>)	(and	(at-obj <ob23> <a35>))
(TRUCK <tr51>)	(inside-airplane <ob23> <pl44>)	
(AIRPLANE <pl44>)	(at-airplane <pl44> <a35>))	
(AIRPORT <a35>)		
(POST-OFFICE <p35>)		
(CITY <c35>)		
(a)	(b)	(c)

Figure 7.19: An example case - in-airplane: (a) class of variables, (b) foot-printed initial state, (c) goal statement

Consider that the initial relevance bias known by the retriever weighs equally all the literals, i.e.,

```
:relevance-bias
```

```
((at-truck . 0) (at-airplane . 0) (inside-truck . 0)
 (inside-airplane . 0) (at-obj . 0) ....).
```

The retriever returns the `case-in-airplane` as a similar past-case under the substitution `((<ob23> . ob1) (<a35> . a7) (<p144> . p13))` for which the match is partial as the initial state of the new problem only matches one literal of the past case, namely `(at-airplane <p144> <a35>)` corresponding to the literal `(at-airplane p13 a7)` in the new initial state. The literal `(inside-truck ob1 tr5)` has one of its arguments matching a past variable, namely `ob1` is matched to `<ob23>`.

When replaying the past case, the analogical problem solver finds the guiding case not useful, as in the past case the operator chosen and applied is simply to unload the airplane. This choice fails in the new problem, because a goal loop is encountered when trying to put the object at the airplane again in order to load it into the airplane. Based on this fact the analogical problem solver returns to memory that the guidance was not useful which is interpreted as weighing as more relevant the difference between the past case and the new problem. Only the two literals `(at-airplane p13 a7)` and `(inside-truck ob1 tr5)` partially matched the past foot-printed initial state. The foot-printed literal `(inside-airplane <ob23> <p144>)` was not matched. As the case was not found useful, the difference between `inside-truck` and `inside-airplane` is found more relevant, than what is in common, namely `at-airplane`. The new relevance-bias becomes:

```
:relevance-bias
```

```
((inside-truck . 1) (inside-airplane . 1) (at-airplane . 0)
 (at-truck . 0) (at-obj . 0) ....).
```

The relative relevance of the other literals to each other will be incrementally learned through experience.

It is clear that, in general, deciding whether a guiding case is useful to the construction of a solution to a new problem situation is more complex than illustrated in the example above. It is a very challenging direction for future work to define the criteria for usefulness and in particular to try to automate the learning of this decision. In this work, I used a fixed preestablished threshold on the fraction of a guiding case that is successfully transferred.

## 7.5 Summary

This chapter presented the replay mechanism. It motivates the problem and describes the approach developed. The replay algorithm is formally stated as an extension to

the base-level problem solver. It involves a complete reinterpretation of the justifications structures in the new problem solving context, as well as the development of appropriate actions to be taken when transformed justifications are no longer valid.

The base-level problem solver alternates between generating alternatives to solve a problem and searching the space created by these alternatives. In contrast, the analogical reasoner tests previous alternatives, attempting to pursue the successful ones. The branching factor of the search space may also be reduced when the replay mechanism validates previous failures and prunes them from the new search space.

The replay mechanism can integrate guidance from multiple past similar cases. The chapter also discusses different merging strategies.

## Chapter 8

# Empirical Results - Diversity and Scaling Up

*How does the overall system perform?*

The previous chapters described the design and implementation of a complete problem solver which integrates reasoning from first principles (domain theory) and analogical reasoning from accumulated episodic experience (cases, i.e., derivational traces). I proposed and achieved the integral implementation to provide comparative empirical evidence evaluating the utility of recycling and organizing past experience in the derivational analogy framework. Furthermore, at the time this research was initiated, there had never been a comprehensive empirical evaluation of a complete analogical reasoner automatically generating, storing, retrieving, and replaying multiple cases in a large case library.<sup>1</sup> Hence it became rather challenging to scale up the system by testing the performance of the algorithms designed in a large case library for a complex domain task.

This chapter presents the empirical results obtained from running the system in a diversity of domains including a complex logistics transportation domain with a growing case library of more than 1000 cases in it. The chapter is organized in five sections. The methodology I followed in this thesis was to build the full system incrementally by designing and developing one by one each of its functional modules. The first section shows results acquired in different stages of this incremental process. They illustrate specific aspects of the approach, including the diversity of tasks that the system can address, the reduction in problem solving search time, and the

---

<sup>1</sup>[Golding, 1991] is a recent thesis that applied case-based and rule-based reasoning to problem solving. The thesis was tested for the task of name pronunciation with a case library of 5000 names. See chapter 9 for additional comparisons.

sensitivity to two different similarity metrics. The following sections show empirical results on the performance of the full system in the logistics transportation domain. Section 2 motivates the scaling up process, introduces the domain, and presents how the experiments were conducted. Section 3 shows a variety of results demonstrating that the integrated analogical problem solver performs significantly better than the base level problem solver along various dimensions. The results include the demonstration of a significant increase in the solvability horizon of the problem solver and of high positive transfer reducing significantly the combined memory retrieval and problem solving times. Section 4 summarizes and discusses the results.

## 8.1 Diversity of tasks

The algorithms designed and developed are completely domain independent, meaning that the integrated analogical problem solver can be applied to any domain for which the problem solving task can be encoded in NOLIMIT's representation language.<sup>2</sup>

The system has been applied to several domains along its development. Figure 8.1 gives a perspective of the domains tested. It also indicates the stage of the system development when the domain was introduced.

This section shows empirical results obtained from experiments in the *ONE-WAY* rocket domain, and in the extended-STRIPS and machine-shop scheduling domains. [Carbonell and Veloso, 1988] shows the initial version of the justification structures applied to the matrix manipulation domain to accomplish Gaussian elimination. The next section presents results from the logistics transportation domain.

### 8.1.1 The *ONE-WAY* rocket domain

The *ONE-WAY* rocket domain was introduced in section 3.4 (see Figure 3.3). Consider the problem introduced in Figure 3.4, section 3.4, to illustrate briefly the derivational replay process and its reduction in search time.

Figure 8.2 shows the results obtained when solving the problems of moving two, three, and four objects from *locA* into *locB* by base level search and by analogy.

First, each of the problems is solved by base level search. The column labeled "Base Search" in Figure 8.2 shows the average running times obtained by running NOLIMIT without analogy in the two- (2objs), three- (3objs), and four-object (4objs)

---

<sup>2</sup>This is equivalent to PRODIGY2.0's description language [Minton *et al.*, 1989] with some syntactic modifications and an additional class hierarchy for the entities in the domain. PRODIGY4.0 follows also NOLIMIT's extended representation and its complete specification is in [Carbonell *et al.*, 1992].

Domain description	Development stage	Cases
<b>Matrix manipulation:</b> This domain consists of several operations on matrices to perform Gaussian elimination.	<ul style="list-style-type: none"> <li>• Initial generation of the justification structures at the decisions nodes;</li> <li>• Initial design of the memory model.</li> </ul>	4 - 5
<b>ONE-WAY rocket:</b> Simple transportation domain where objects can be moved among two locations in rockets that move only in one direction.	<ul style="list-style-type: none"> <li>• Nonlinear problem solving as full interleaving of goals;</li> <li>• Initial replay mechanism, guidance from a single case</li> </ul>	5 - 10
<b>Extended STRIPS and Machine-shop scheduling:</b> Traditional domains [Minton <i>et al.</i> , 1989]	<ul style="list-style-type: none"> <li>• Analysis of similarity metrics;</li> <li>• Retrieval from a linearly organized case library;</li> <li>• Replay of single cases.</li> </ul>	100
<b>Logistics transportation:</b> In this domain packages move in trucks and airplanes among locations from different cities.	<ul style="list-style-type: none"> <li>• Scaling up; Advanced memory organization;</li> <li>• Complete indexing of cases;</li> <li>• Incremental retrieval;</li> <li>• Replay of multiple cases.</li> </ul>	> 1000

**Figure 8.1:** A perspective on the diversity of tasks and the stage of the framework in which they were introduced

problems, respectively. The system generates cases from the derivational traces of the solutions to each of these problems.

Then the analogical problem solver is tested on solving new problems consisting of moving two, three, and four objects, guided by each one of the accumulated cases.

		Replayed cases		
New Prob	Base Search	Case 2objs	Case 3objs	Case 4objs
2objs	4.5s	2s	2s	2s
3objs	14.75s	4.75s	3.25s	3.25s
4objs	117.5s	7.75s	7.75s	5.75s

**Figure 8.2:** Results in a simple transportation domain

The rest of the table in Figure 8.2 shows the replaying time for the six possible combinations. For example, the analogical reasoner takes 4.75 seconds solving the 3objs problem by analogy with the 2objs problem. The diagonal values, i.e., the

k-objs problem replaying the k-objs problem (with  $k=2,3,4$ ), correspond to the situations where the new problem is structurally the same as the guiding case. They differ in respect to variable instantiation. For example, this means that the 2objs problem solved previously involves moving objects *obj-x* and *obj-y*, and the new 2objs problem involves moving two other objects, say *obj-w* and *obj-z*. For these situations the analogical reasoner gets guidance for all its decision points and does not have to perform any additional planning.

The solution is replayed whenever the same step is a possible step and the justifications hold. For example, in using the two-object case as guidance to the three- (or four-) object problem, the failure justification for moving the rocket, namely *no-relevant-ops* (at *ROCKET locA*), is tested and this step is not replayed until all the objects are loaded into the rocket. The improvements obtained are high as the new cases are extensions of the previous cases used for guidance. Maximal improvement is achieved when the case and the new problem differ substantially (two-objects and four-objects respectively).

These results also show that it is better to approach a complicated problem, like the four-object problem, by first generating automatically a reduced problem [Polya, 1945], such as the two-object problem, then gain insight solving the reduced problem from scratch (i.e., build a reference case), and finally solve the original four-object problem by analogy with the simpler problem. The running time of this 2-step process still adds up to less than trying to solve the extended problem directly, without analog for guidance:  $4.5\text{ s} + 7.75\text{ s} = 12.25\text{ seconds}$ , for solving the two-object from scratch ( $4.5\text{ s}$ ) + derivational replay of the two-object for the four-object problem ( $7.75\text{ s}$ ) versus  $117.5\text{ seconds}$  for solving the four-object problem from scratch.

Notice that whereas this thesis implements the nonlinear problem solver, the case generation module, and the analogical replay engine, it does not yet address the equally interesting problem of automated generation of simpler problems for the purpose of gaining relevant experience. That is, *PRODIGY/ANALOGY* will exploit successfully the presence of simpler problems via derivational analogy, but cannot create them as yet.

### 8.1.2 The extended-STRIPS and machine-shop scheduling domains

These two domains are substantially more complicated than the *one-way* rocket one. The results show the sensitivity of the benefits of the replay as a function of two different similarity metrics.

A first experiment the direct similarity metric uses to evaluate the partial match between problems, not considering therefore any relevant correlations between the



initial states and the goal statements.

NOLIMIT without analogy ran over a set of problems in the extended-STRIPS and in the machine-shop scheduling domains.<sup>3</sup> A library of cases was accumulated from the derivational traces of the search episodes of solving this set of problems. In order to factor away other issues in memory organization, the case library was simply organized as a linear list of cases. Then the same set of problems was solved by derivational analogy using a *same-out* testing strategy, in which the retrieval module does not return the exact same problem if it is present in the case library. As the problems are randomly generated and independent from each other, the same-out strategy is equivalent to training the system with a randomly generated set of problems and then testing the system with a different randomly generated one.

Figures 8.3 (a) and (b) show the results obtained from a set of 40 problems in the machine-shop scheduling, and from a set of 45 problems in the extended-STRIPS robot planning domains, respectively.

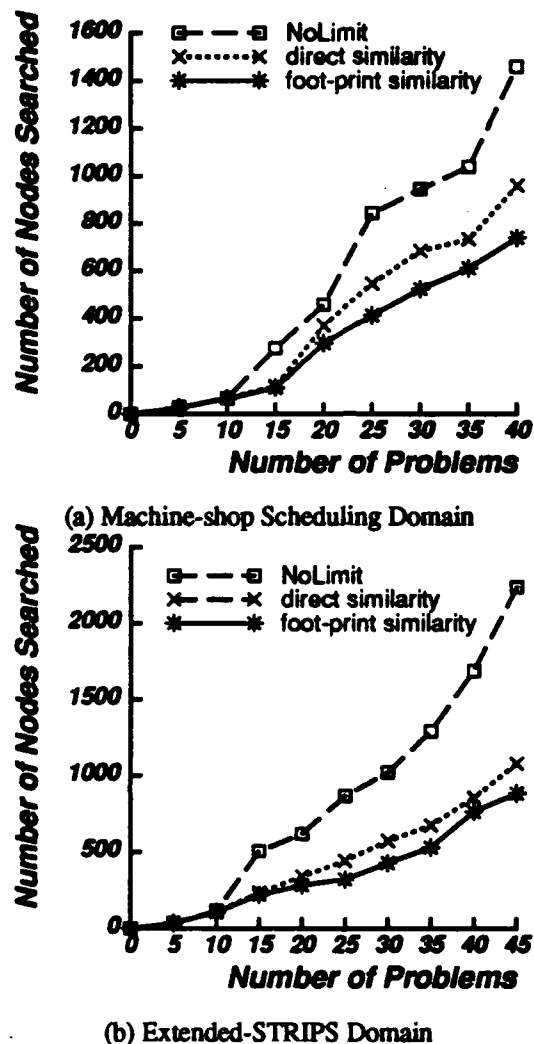
The graphs plot the cumulative number of nodes searched. The dashed curves represent the initial runs without analogy using NOLIMIT's base-level search algorithm. The dotted curves represent the number of nodes searched while following the guidance of cases found similar using the direct similarity metric. These dotted curves show that analogy achieved an improvement over base search (dashed curves): a factor of 1.5 fold-up for the machine-shop scheduling domain and 2.0 fold-up for the extended-STRIPS domain. In general the direct similarity metric lead to acceptable results. However a closer analysis of analogical problem solving episodes shows that the straightforward similarity metric does not always provide the best guidance when there are several conjuncts in the goal statement.

The problem of matching conjunctive goals turns out to be rather complex. As conjunctive goals may interact, it is not at all clear to decide that problems are more similar based simply on the *number* of literals that match the initial state and the goal statements. The foot-print similarity metric refines the account of the relevance of the literals of the initial state with respect to their contribution to achieving each goal conjunct (see chap:retrieval).

I ran new experiments using the global foot-print similarity metric in the extended-STRIPS and machine-shop scheduling domains. The solid curves in Figures 8.3 (a) and (b) show the results for these two domains using the global foot-print similarity metric. These new results show an improvement of the analogical reasoner over base search of a factor of 2.0 fold-up for the machine-shop scheduling and scheduling domain and 2.6 fold-up for the extended-STRIPS domain. The curves obtained do not represent the best improvement expected, as the set of forty problems used does not completely cover the full range of problems in either domain.

---

<sup>3</sup>This set is a sampled subset of the original set used by [Minton, 1988].



**Figure 8.3:** Comparison between the number of nodes searched with NOLIMIT's base-level search algorithm and with the analogical reasoner following the guidance of cases found similar according to two different similarity metrics

## 8.2 The logistics transportation domain

To scale up the system in both the size and diversity of domains, I build a 1000-case library in a complex logistics transportation domain, as used in the examples in the previous chapters. In this domain, packages are to be moved among different cities. Packages are carried within the same city in trucks and across cities in airplanes. In the domain version used in the experiments (see appendix A), the trucks and the

airplanes do not have limited capacity, as they do in more recent extensions of the model. At each city there are several locations, e.g. post offices and airports. This transportation domain represents scale up in both the length of the solution and the size of the search space over the other domains described above in the previous sections.

The empirical tests with this large case library demonstrate the scaling properties of the memory organization, of the match/retrieval process, and of the reconstruction mechanism replaying multiple cases.

### 8.2.1 Generation of problems

To generate such a large collection of problems, I implemented tools to automatically create problems of different complexity in this domain. The user specifies the static information, namely the number of cities, and locations within the city, i.e., post offices and airports. The generator prompts the user for a maximum number of trucks, airplanes, and packages. It randomly selects subsets of the packages and the carriers provided. It then randomly assigns the initial locations for all these entities. At this generation level the complexity of the problem is controlled by the size of the initial world configuration as well as by the number of goal conjuncts in the goal statement. This number is also specified by the user. Figure 8.4 shows the trace of the generation dialogue and Figure 8.5 shows the actual set of problems created. The literals in the initial state shared by all the problems in the same set are stored in the variable *\*state-common-set\**.

```
<cl> (create-probset)
```

```
There are 15 cities, each with 1 post office  
and 1 airport.
```

```
Enter the specifications for a new set of problems:
```

```
Enter problem set filename: set-new-3  
Number of problems in this set? 3  
Prefix for name of problems? new-3  
Number of goals per problem? 5  
Maximum number of packages? 30  
Maximum number of trucks? (additional to 15) 20  
Maximum number of planes? 15
```

```
nil
```

```
<cl>
```

Figure 8.4: Dialogue for the generation of a set of problems

```

(=self "instances-common-set" '(
  (has-instances CITY
    c0 c1 c2 c3 c4 c5 c6 c7 c8
    c9 c10 c11 c12 c13 c14 c15)
  (has-instances POST-OFFICE
    po0 po1 po2 po3 po4 po5 po6 po7 po8
    po9 po10 po11 po12 po13 po14 po15)
  (has-instances AIRPORT
    a0 a1 a2 a3 a4 a5 a6 a7 a8
    a9 a10 a11 a12 a13 a14 a15)
  (has-instances TRUCK
    tr0 tr1 tr2 tr3 tr4 tr5 tr6 tr7 tr8
    tr9 tr10 tr11 tr12 tr13 tr14 tr15)
))

(=self "state-common-set" '(
  (state (and
    (at-truck tr0 po0) (at-truck tr1 po1)
    (at-truck tr2 a2) (at-truck tr3 a3)
    (at-truck tr4 po4) (at-truck tr5 a5)
    (at-truck tr6 po6) (at-truck tr7 po7)
    (at-truck tr8 po8) (at-truck tr9 po9)
    (at-truck tr10 po10) (at-truck tr11 po11)
    (at-truck tr12 a12) (at-truck tr13 po13)
    (at-truck tr14 po14) (at-truck tr15 a15)
    (part-of tr0 c0) (loc-at po0 c0) (loc-at a0 c0)
    (same-city po0 a0) (same-city a0 po0)
    (part-of tr1 c1) (loc-at po1 c1) (loc-at a1 c1)
    (same-city po1 a1) (same-city a1 po1)
    (part-of tr2 c2) (loc-at po2 c2) (loc-at a2 c2)
    (same-city po2 a2) (same-city a2 po2)
    (part-of tr3 c3) (loc-at po3 c3) (loc-at a3 c3)
    (same-city po3 a3) (same-city a3 po3)
    (part-of tr4 c4) (loc-at po4 c4) (loc-at a4 c4)
    (same-city po4 a4) (same-city a4 po4)
    (part-of tr5 c5) (loc-at po5 c5) (loc-at a5 c5)
    (same-city po5 a5) (same-city a5 po5)
    (part-of tr6 c6) (loc-at po6 c6) (loc-at a6 c6)
    (same-city po6 a6) (same-city a6 po6)
    (part-of tr7 c7) (loc-at po7 c7) (loc-at a7 c7)
    (same-city po7 a7) (same-city a7 po7)
    (part-of tr8 c8) (loc-at po8 c8) (loc-at a8 c8)
    (same-city po8 a8) (same-city a8 po8)
    (part-of tr9 c9) (loc-at po9 c9) (loc-at a9 c9)
    (same-city po9 a9) (same-city a9 po9)
    (part-of tr10 c10) (loc-at po10 c10) (loc-at a10 c10)
    (same-city po10 a10) (same-city a10 po10)
    (part-of tr11 c11) (loc-at po11 c11) (loc-at a11 c11)
    (same-city po11 a11) (same-city a11 po11)
    (part-of tr12 c12) (loc-at po12 c12) (loc-at a12 c12)
    (same-city po12 a12) (same-city a12 po12)
    (part-of tr13 c13) (loc-at po13 c13) (loc-at a13 c13)
    (same-city po13 a13) (same-city a13 po13)
    (part-of tr14 c14) (loc-at po14 c14) (loc-at a14 c14)
    (same-city po14 a14) (same-city a14 po14)
    (part-of tr15 c15) (loc-at po15 c15) (loc-at a15 c15)
    (same-city po15 a15) (same-city a15 po15)
  )))
)

(=self "PROBLEM new-3-0" '(
  (has-instances OBJECT
    ob0 ob1 ob2)
  (has-instances TRUCK
    tr16 tr17 tr18 tr19 tr20 tr21 tr22 tr23
    tr24 tr25 tr26 tr27 tr28 tr29 tr30 tr31)
  (has-instances AIRPLANE
    pl0 pl1 pl2 pl3 pl4 pl5 pl6)

  (state (and
    (at-truck tr16 po3) (at-truck tr17 po13)
    (at-truck tr18 a4) (at-truck tr19 po7)
    (at-truck tr20 po8) (at-truck tr21 po15)
    (at-truck tr22 po15) (at-truck tr23 a4)
    (at-truck tr24 po12) (at-truck tr25 a7)
    (at-truck tr26 po4) (at-truck tr27 a10)
    (at-truck tr28 a8) (at-truck tr29 a13)
    (at-truck tr30 po12) (at-truck tr31 po2)
    (part-of tr16 c3) (part-of tr17 c13)
    (part-of tr18 c4) (part-of tr19 c7)
    (part-of tr20 c8) (part-of tr21 c15)
    (part-of tr22 c15) (part-of tr23 c4)
    (part-of tr24 c12) (part-of tr25 c7)
    (part-of tr26 c4) (part-of tr27 c10)
    (part-of tr28 c8) (part-of tr29 c13)
    (part-of tr30 c12) (part-of tr31 c2)
  )))

  (goal (and
    (inside-airplane ob0 pl6) (at-obj ob1 po4)
    (at-obj ob2 po5) (at-airplane pl0 a8)
    (at-airplane pl1 a10) (at-airplane pl2 a11)
    (at-airplane pl3 a15) (at-airplane pl4 a14)
    (at-airplane pl5 a0) (at-airplane pl6 a12)))

  (goal (and
    (inside-truck ob2 tr20) (inside-truck ob0 tr17)
    (at-truck tr5 po5) (inside-airplane ob1 pl5)
    (at-truck tr25 po7)))
)

(=self "PROBLEM new-3-1" '(
  (has-instances OBJECT
    ob0 ob1 ob2 ob3 ob4 ob5 ob6 ob7 ob8 ob9 ob10
    ob11 ob12 ob13 ob14 ob15 ob16 ob17 ob18 ob19)
  (has-instances TRUCK tr16 tr17 tr18 tr19 tr20)
  (has-instances AIRPLANE pl0 pl1 pl2 pl3 pl4 pl5)

  (state (and
    (at-truck tr16 a8) (at-truck tr17 po9)
    (at-truck tr18 a11) (at-truck tr19 a7)
    (at-truck tr20 po15) (part-of tr16 c8)
    (part-of tr17 c9) (part-of tr18 c11)
    (part-of tr19 c7) (part-of tr20 c15)
    (inside-truck ob0 tr6) (inside-airplane ob1 pl5)
    (inside-airplane ob2 pl2) (at-obj ob3 po3)
    (inside-airplane ob4 pl1) (inside-airplane ob5 pl5)
    (inside-airplane ob6 pl5) (inside-truck ob7 tr10)
    (inside-airplane ob8 pl1) (at-obj ob9 po9)
    (inside-truck ob10 tr1) (at-obj ob11 a15)
    (at-obj ob12 a9) (at-obj ob13 a13)
    (at-obj ob14 po14) (inside-truck ob15 tr3)
    (inside-truck ob16 tr4) (at-obj ob17 a6)
    (at-obj ob18 a6) (inside-truck ob19 tr6)
    (at-airplane pl0 a11) (at-airplane pl1 a6)
    (at-airplane pl2 a4) (at-airplane pl3 a4)
    (at-airplane pl4 a10) (at-airplane pl5 a2)))

  (goal (and
    (inside-truck ob13 tr0) (inside-truck ob15 tr1)
    (at-airplane pl3 a11) (at-obj ob12 a4)
    (inside-airplane ob16 pl0)))
)

(=self "PROBLEM new-3-2" '(
  (has-instances OBJECT ob0 ob1 ob2 ob3 ob4 ob5 ob6 ob7)
  (has-instances TRUCK
    tr16 tr17 tr18 tr19 tr20 tr21 tr22 tr23
    tr24 tr25 tr26 tr27 tr28 tr29 tr30 tr31 tr32)
  (has-instances AIRPLANE pl0 pl1 pl2 pl3)

  (state (and
    (at-truck tr16 a11) (at-truck tr17 po9)
    (at-truck tr18 po7) (at-truck tr19 a11)
    (at-truck tr20 a6) (at-truck tr21 po4)
    (at-truck tr22 po6) (at-truck tr23 po9)
    (at-truck tr24 po15) (at-truck tr25 po2)
    (at-truck tr26 a15) (at-truck tr27 po12)
    (at-truck tr28 po12) (at-truck tr29 po5)
    (at-truck tr30 po9) (at-truck tr31 a1)
    (at-truck tr32 a9) (part-of tr16 c11)
    (part-of tr17 c9) (part-of tr18 c7)
    (part-of tr19 c11) (part-of tr20 c6)
    (part-of tr21 c4) (part-of tr22 c6)
    (part-of tr23 c9) (part-of tr24 c15)
    (part-of tr25 c2) (part-of tr26 c15)
    (part-of tr27 c12) (part-of tr28 c12)
    (part-of tr29 c5) (part-of tr30 c9)
    (part-of tr31 c1) (part-of tr32 c9)
    (inside-truck ob0 tr21) (inside-truck ob1 tr3)
    (at-obj ob2 a9) (at-obj ob3 po2)
    (inside-truck ob4 tr12) (at-obj ob5 a3)
    (inside-truck ob6 tr19) (inside-airplane ob7 pl2)
    (at-airplane pl0 a15) (at-airplane pl1 a15)
    (at-airplane pl2 a8) (at-airplane pl3 a13)))

  (goal (and
    (inside-truck ob1 tr3) (at-truck tr11 po11)
    (inside-airplane ob7 pl2) (inside-truck ob0 tr14)
    (inside-airplane ob4 pl0)))
)

```

Figure 8.5: Set of problems created from the dialogue in Figure 8.4. The system creates random initial state configurations and goals that follow the user's specifications.

### 8.2.2 Set up of experiments

The set of problems reported here in the experiments consists of 1000 problems each with 1 to 20 goals and more than 100 literals in the initial state. The experiments do not test the dynamic reorganization of the case library. The relevance-bias followed by the case library manager to insert new cases into memory is fixed along the tests (see chapter 5). The replay mechanism uses the exploratory merging strategy to combine guidance from multiple analog cases.

The underlying goal of the experiments is to compare the performance of the analogical and the base level problem solvers with respect to their efficiency to solve problems. The experiments vary two major factors:

- The CPU running time limit that the problem solver can spend solving a problem.
- The contents of the case library, i.e., the amount of knowledge learned and stored in memory.

The performance of the base-level problem solver is only affected by the first factor, i.e., the CPU time bound. The problems generated for the experiments in this logistics transportation domain are all in principle solvable from the domain theory. Therefore the base-level problem solver is not able to solve some of the problems, only because of the limited time that it is allowed to spend searching for a solution.

The performance of the analogical reasoner is affected by both factors. It is clearly inherent to the analogical reasoning process that the contents of the case library affect the performance of the analogical reasoner. The search is reduced as a function of the guidance received from the case library. The dependency on the CPU running time bound is due to the fact that the analogical problem solver also performs base-level search for the unguided parts of its search space.

The experiments are conducted in the phases presented below. At the end of the last phase, all 1000 problems are solved by the derivational analogy reasoner with a CPU time bound of 350 seconds.

1. First, 250 initial problems, considered simpler as their goal statements have less than 7 goals, are all run without analogy up to a CPU running time bound of 250 seconds. Each problem that is solved within this time bound was indexed appropriately, and stored into the case library.
2. The same set of 250 problems is then solved by derivational analogy up to the same CPU time bound of 250 seconds. Let  $P$  be one problem in this set. In this phase,  $P$  is solved by derivational analogy using the case library in the following way. There are two situations: either  $P$  was solved, or not solved,

in the previous phase without analogy. If  $P$  was solved previously, then this means that the corresponding solution case for  $P$ , say *case-P*, is stored in the case library. In this situation, the retrieval procedure is explicitly blocked from considering *case-P* as a possible guiding case, for experimental fairness. The retrieval procedure returns guidance from other cases in the library. If  $P$  was not solved previously, and the problem is newly solved by derivational analogy, then it is stored in the case library at this phase. The guiding case library is then incremented also along this phase.

3. The other 750 problems have up to 20 goals. They are given to both problem solving configurations to be solved without and with analogy alternatively, in sets of 20 problems each, with the same CPU time bound of 250 seconds. Once again, the case library is used and incremented, in the same way as in phase 2.
4. Finally, after the three phases above, there were only a few (17) problems that had not been solved by analogy within the time bound of 250 seconds and there were many (566) problems that the base-level problem solver had not solved within the same time bound. In this final phase, I increased the CPU running time bound to 350 seconds. The 17 problems were tried again with analogy and the 566 problems were all tried again without analogy. The runs by analogy benefitted both from the increase in the time bound and from the large case library that they could use. All these 17 problems were solved by analogy. Only a few extra problems (14 out of the 566) were solved without analogy.

### 8.2.3 The solvability horizon

It is a fact that all the problems generated are *solvable* from the domain theory provided to the problem solver. Were there enough search time available and NOLIMIT without analogy should find a solution to any problem. In this domain all the problems are solvable, as the version I used for these experiments does not include any resources that can be exhausted (see appendix A). The generation algorithm also assigns by default at least one truck to each city.

The experiments focus on learning how to accomplish more efficiently the complex planning aspect of the problems. An unguided exploration of the search space drives the problem solver very easily into a chain of inconvenient or wrong decisions from which it is very hard to recover, since there are a very large number of alternatives at each choice point. Therefore although all the problems are solvable theoretically, in practice they become rapid<sup>1</sup> unsolvable within a bounded running time when their complexity increases.

One of expected and experienced contributions of the analogical reasoner is the increase that it affords in the solvability horizon of the problem solving task: Many problems that the base-level problem solver cannot solve within a particular search time limit are solved by the analogical reasoner within that limit or a smaller one.

Figure 8.6 plots the number of problems solved without and with analogy for different CPU times bounds.

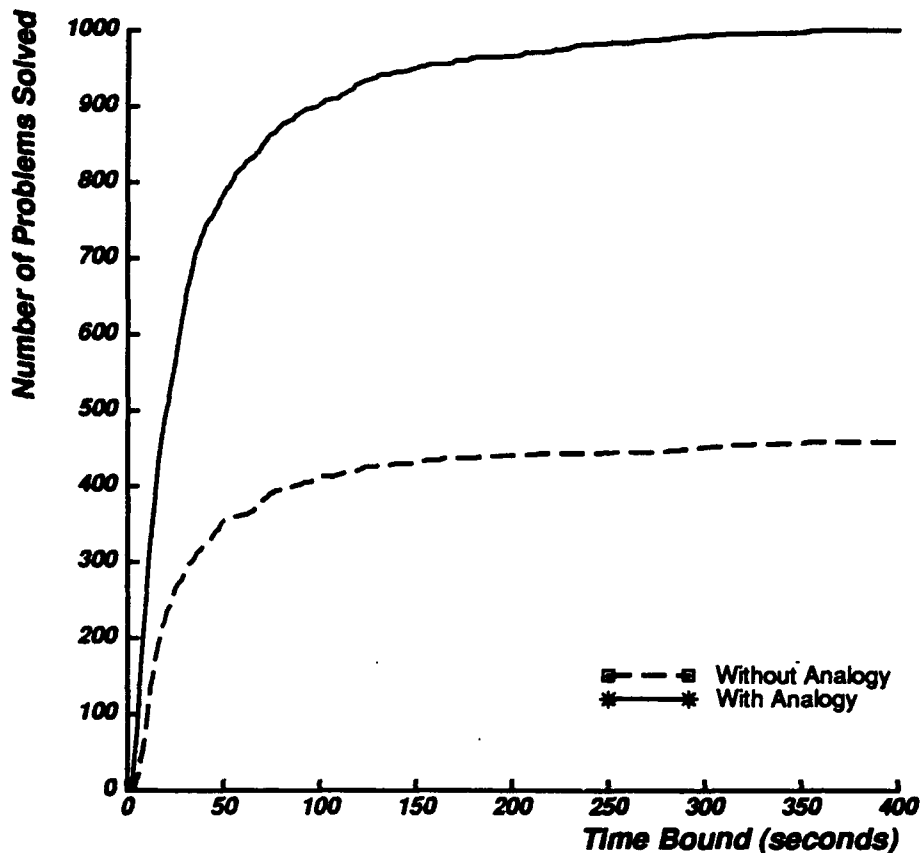
- A point  $(t, p)$  on the **dashed** curve of the graph of Figure 8.6 shows that the **base-level** nonlinear problem solver is able to solve  $p$  many problems when its allowed search running time is bound to  $t$  seconds for each individual problem. Examples are the points (50, 355) and (300, 451).
- A point  $(t', p')$  on the **solid** curve of the graph of Figure 8.6 shows that the **analogical** nonlinear problem solver is able to solve  $p'$  many problems when its allowed search running time is bound to  $t'$  seconds. Examples are the points (50, 784) and (300, 993).

Without analogy, i.e., by base search, NOLIMIT solves only 458 problems out of the 1000 problems even when the search time limit is increased up to 350 seconds.

This graph shows by itself a very significant improvement achieved by solving problems by analogy with previously solved problems. However one may think that without analogy the system still can solve 458 problems out of the 1000 problems which represents 45.8% of the total number of problems. The interesting fact experienced was that the percentage of problems solved without analogy decreases very rapidly with the complexity of the problems. The experiments clearly showed this fact which is not explicitly represented in the graph of Figure 8.6. In order to show this increase in the solvability horizon of the problem solver as a function of the problem complexity, I face the question of how to define a complexity metric.

There are several dimensions along which problems differ and can be considered to compare the problems' relative complexity, to wit:

- The number of goal conjuncts;
- The number of literals in the initial state;
- The length of the solution, i.e., the number of steps in the final plan;
- The number of nodes searched in the problem solving episode;
- The search time expended solving the problem.



**Figure 8.6:** Number of problems solved from a set of 1000 problems for increasing running times bounds. By base-level search the problem solver solves only 458 problems while with analogy it solves the complete set of 1000 problems.

Initially the more complex sets of problems are generated by increasing the number of goal conjuncts. However the complexity of the individual goals varies significantly in particular with the specific corresponding initial state. It thus happens that some problems with more goals are less *complex* than other problems with a smaller number of goal conjuncts. This notion of *complexity* is more related to the length of the solution returned. However, even for problems with the same solution length, the problem solver may have found that one problem more difficult to solve than the other, for example both in terms of the cost of generating the alternatives available to solve the problem and the size of the search space. This discussion illustrates the hard question that is the one of defining an adequate measure of complexity of problem tasks. (This can be viewed as an instance of the general problem of studying problem complexity [Kolmogorov, 1965].) The arguments above lead to the definition



of a complexity metric that encompasses more than one dimension of comparison. The generation of more complex problems can only be driven by the number of goal conjuncts and literals in the initial state. After a problem is solved however there is the additional problem solving information that helps ranking the problems according to their relative complexity.

Figure 8.7 shows the increase in the solvability horizon achieved by the analogical reasoner as a function of the problem complexity. The 1000 problems are all solved either without or with analogy and are sorted according to the following metric:

- Problem  $P$  is more complex than problem  $P'$  if the the solution for problem  $P$  is longer, i.e., has more steps, than the solution for problem  $P'$ .
- If the two solutions for  $P$  and  $P'$  are of the same length, then  $P$  is more complex than  $P'$  if  $P$  explored more search nodes than  $P'$ .

Figure 8.7 shows four graphs each corresponding to 250 problems of increasing complexity from (a) through (d). The solid curves represent the results from the analogical reasoner while the dashed curves represent the results from the base-level problem solver.

The meaning of a point in these graphs is the same as the one introduced above for a point in the graph of Figure 8.6. The sequence of the results in these graphs represents a major achievement of analogical problem solving. The gradient of the increase in the performance of the analogical problem solver over the base-level algorithm shows its large advantage when scaling up on the complexity of the problems to be solved.

The following sections provide several direct comparison of the performance of the base-level and the analogical problem solver along various dimensions. These comparisons are mostly done for the set of problems solved by both configurations. The comparisons are interesting but the reader should keep in mind the remaining 562 problems that are not even solved without analogy within the CPU running time bound of 350 seconds. The performance of the analogical reasoner while solving this set of 562 problems cannot be compared against a concrete base-level run as there is not such one. It is an improvement without a term of comparison. It is an improvement in the solvability horizon of the problem solver.

### 8.2.4 Cumulative running times

Previous comparisons between the performance of a problem solver before and after learning control knowledge [Minton, 1988, Knoblock, 1991, Etzioni, 1990] were done

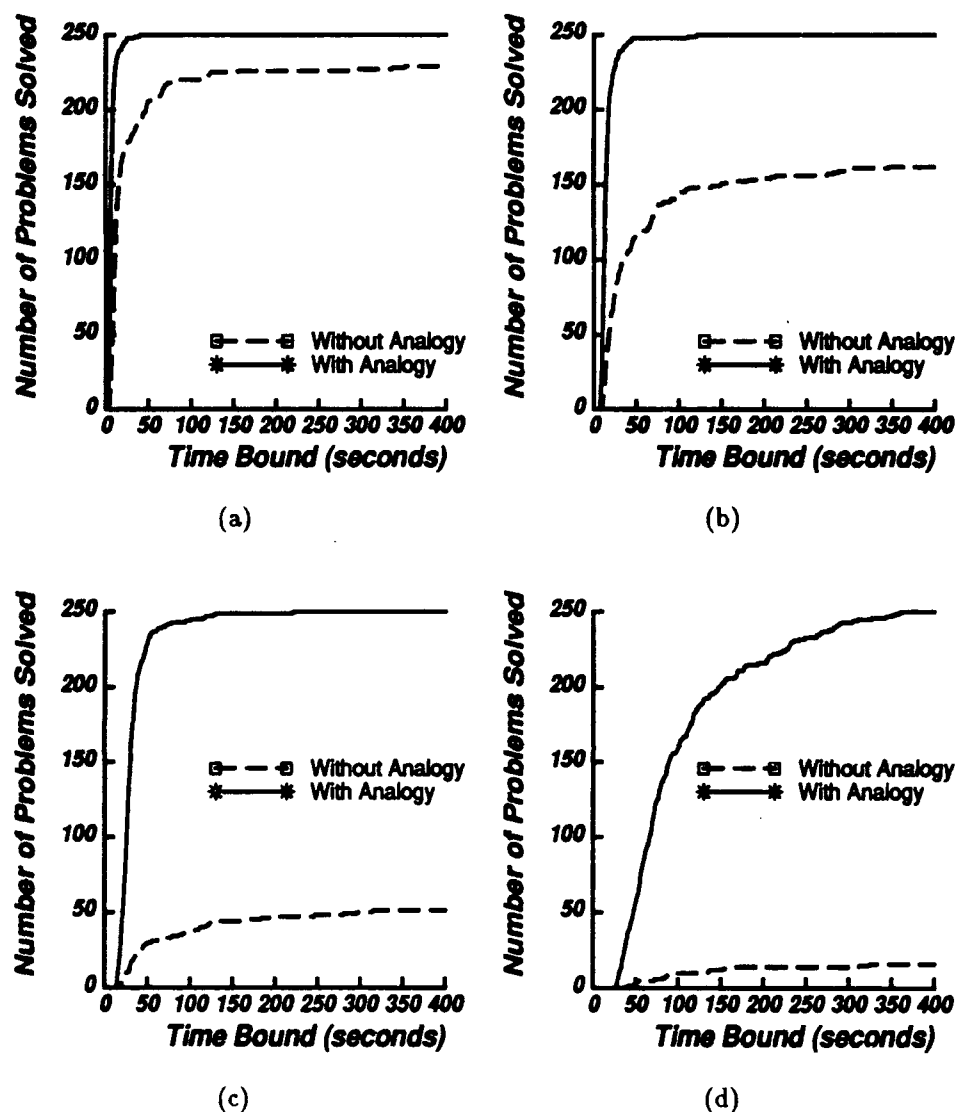


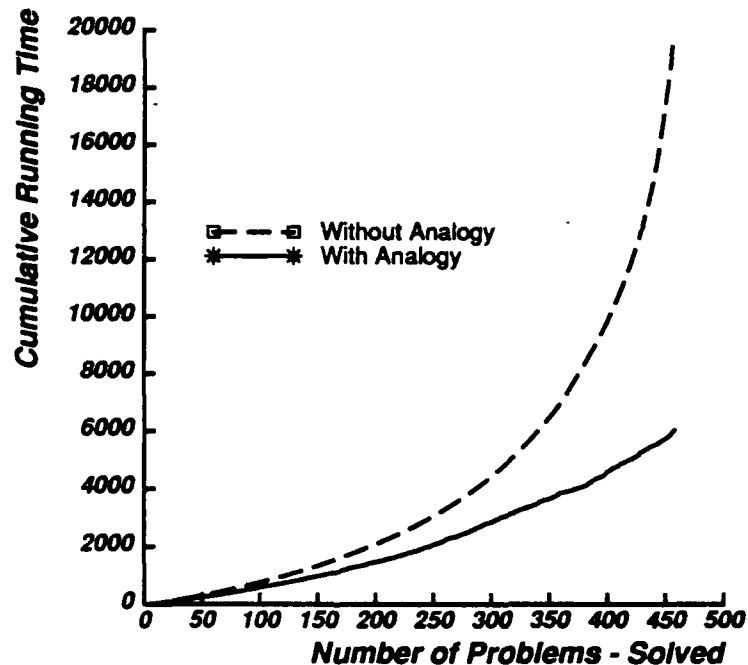
Figure 8.7: Number of problems solved for different ranges of problem complexity

by graphing the cumulative running times of the two systems over a set of problems.<sup>4</sup> To follow this precedent I also graph the cumulative performance of the two systems.

<sup>4</sup>The next sections consider the retrieval times in addition to the running time for the analogical runs.

Figure 8.8 shows the cumulative running time for the set of problems (458) that were both solved by base search and by analogy. The curves are monotonically increasing because of the cumulative effect, and they are smooth because the problems are sorted according to their running time.

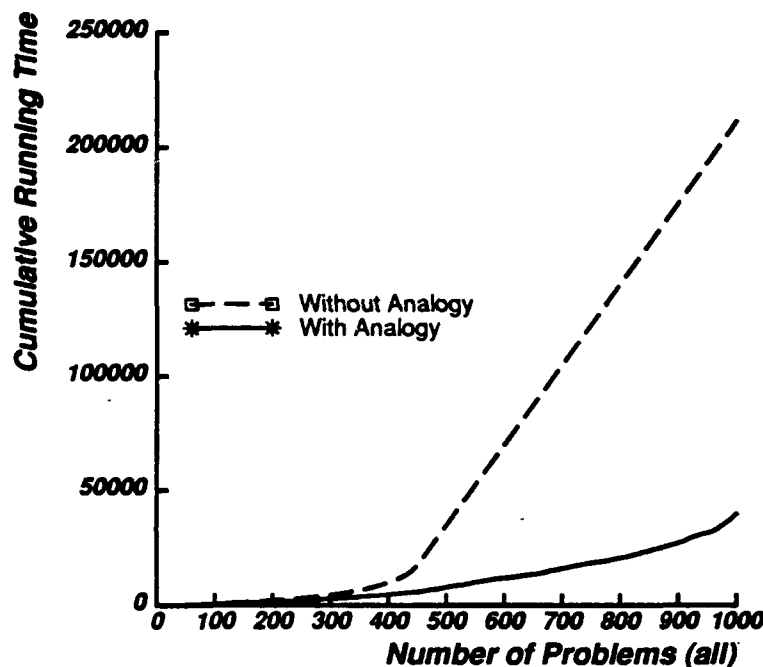
- A point  $(P, T)$  on the **dashed** curve of the graph of Figure 8.8 shows that the **base-level** nonlinear problem solver spends  $T$  seconds to solve all of the first sorted  $P$  many problems. Examples are the points (100, 759.23) and (458, 19852.48).
- A point  $(P, T')$  on the **solid** curve of the graph of Figure 8.3 shows that the **analogical** nonlinear problem solver spends  $T'$  seconds to solve all of the same  $P$  many problems. Examples are the points (100, 586.12) and (458, 6026.89).



**Figure 8.8:** Cumulative running time for the 458 problems from a set of 1000 problems solved both by base-level search (without analogy) and by derivational analogy (with analogy)

The graph shows a final factor of 3.6 cumulative speed up of the analogical problem solver over the base NOLIMIT. The maximum individual speed up is of a factor of approximately 38 (see the results for problem number 542 in the tables in appendix A). The graph compares the running times for the solved problems.

To make this comparison more similar to the ones performed previously in PRODIGY [Minton, 1988], I compute the cumulative running times accounting also for the problems not solved by the base level problem solver within the time bound of 350 seconds. Therefore for each unsolved problem, I add the running time until the time bound limit is reached, in the same way as it is done in [Minton, 1988]. Figure 8.9 shows the curves obtained.



**Figure 8.9:** Cumulative running time for the set of 1000 problems. If a problem is not solved it is accounted for with the CPU time limit used of 350 seconds.

The 1000 problems solved by analogy correspond to a total of 39,479.11 seconds, while the total running time effort of the base level problem solver corresponds to 210,985.87 seconds. This represents a speed-up of a factor of approximately 5.3, and also means that the cumulative savings in running time for analogy is approximately 81.3%.

No direct comparison between earlier PRODIGY/EBL and current PRODIGY/ANALOGY is possible because the former used a linear problem solver whereas the latter used a nonlinear one. Moreover the complexity of the problems was substantially greater for PRODIGY/ANALOGY. These factors mitigate towards a larger overall search space for the current work and therefore more room for learning, as observed with respect to improved average running time and solvability boundary.

### 8.2.5 Solution length

Another interesting issue to analyze is the comparison of the quality of the solutions produced by analogy and the ones returned by the base NOLIMIT. This study uses a measure of quality of plans which is based simply on the length of the solution.<sup>5</sup>

The study is done by finding the difference between the length in the solutions found by NOLIMIT and by analogy for each problem. Figure 8.10 shows a table summarizing the results found.<sup>6</sup>

-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13
1	2	2	7	28	39	168	72	36	37	26	16	9	7	3	2	2	0	0	1
79						168	211												
17.25%						36.68%	46.07%												

**First row** - Difference in solution length from problems solved by base-level search and by analogy

**Second row** - Number of problems with the corresponding difference in solution length

**Third row** - Number of problems for which analogy produces a longer (79), equal (168), and shorter (211) solution than by base-level search

**Fourth row** - Percentage of the total problems solved (458) of longer/equal/shorter solutions produced by analogy

**Figure 8.10:** Comparison in solution length between the base-level and the analogical problem solvers

The immediate result from this table is that in 82.75% (36.68% + 46.07%) of the solved problems the analogical reasoner produces plans of no worst quality than the ones produced by base-level search. In terms of the total 1000 solved problems by analogy, in only 7.9% of the problems (79/1000) does analogy produce longer plans.

<sup>5</sup>In [Pérez, 1992] Pérez proposes to research in acquiring control knowledge from an expert to guide the problem solver to achieve plans of higher quality according to several dimensions.

<sup>6</sup>When the alternatives at the decision points are not heuristically ordered, NOLIMIT makes arbitrary choices in order not to favor any particular syntactic order dependent on the user specification of the domain. Along the experiments, some of the problems were rerun more than once (for example with different CPU time bounds). The solution considered without analogy is the shortest solution found by NOLIMIT in case different solutions of different lengths were found for the same problem.

Before I ran this comparison, I had not a clear feeling of what the outcome of this study would be. In fact I feared an eventually more balanced or even disadvantageous result for analogy. The reason for this expectation (which turned out to be ungrounded) is the exploratory strategy that I follow to merge the guidance from several cases at replay time (see section 7.2.2). The random merging of the cases was dictated by a considerable amount of thought and debate, which I summarize also in section 7.2.2. I chose to follow the principle that a learner benefits more from random exploration of its choices, if no preferences are available, than from following always a fixed exploration order. In particular this principle applies to the replay of multiple cases in the random interleave of the several guiding cases when no other preferred choice is known. Hence the exploratory merging strategy leads to novel explorations of the search space allowing the problem solver to encounter “surprising” successes or failures from which it can learn by enriching its library of problem solving experience. Though supported by this learning argument, it was not clear to me what were the effects of the approach in the quality of the specific final solution delivered by the analogical problem solver. The results in Figure 8.10 show the rewarding fact that the overall replay algorithm of multiple guiding cases produces solutions of equal or better quality in a large majority of the situations.

### 8.2.6 Retrieval and replay times

The previous results shown account for the running time of the analogical replay mechanism. This section presents additional results that include both the retrieval and replay times.

In an initial study to compare the retrieval versus the replay times, I selected arbitrarily 50 “simple” problems, and 50 “harder” problems, according to their running time without analogy. (The problems are considered “simple” as they are solved without analogy within 15 to 25 seconds and “hard” as their running times fall in a higher range of 30-100 seconds.) Figure 8.11 (a) and (b) plot for each problem from the simple and hard problem sets respectively, the sum of the time for retrieval of the corresponding guiding cases and their replay time by analogy. The dotted curves with cross points are smooth because the problems are sorted according to their running time without analogy.

- A point  $(p, t)$  marked with a cross on the dotted curve of the graph of Figure 8.11 (a) and (b) shows that the **base-level** nonlinear problem solver spends  $t$  seconds to solve problem  $p$ . Examples for the graph in (a) are the points  $(2, 16.26)$  and  $(20, 19.29)$ . Examples for the graph in (b) are the points  $(4, 31.72)$  and  $(47, 91.85)$ .
- A point  $(p, t')$  marked with a star on the solid curve of the graphs of Figure 8.11 (a) and (b) shows that the **analogical** nonlinear problem solver takes  $t'$  seconds to retrieve the similar guiding cases from the case library and to replay them to solve problem  $p$ . Examples for the graph in (a) are the points  $(2, 5.64)$  and  $(20, 23.11)$ . Examples for the graph in (a) are the points  $(4, 7.77)$  and  $(47, 26.96)$ .

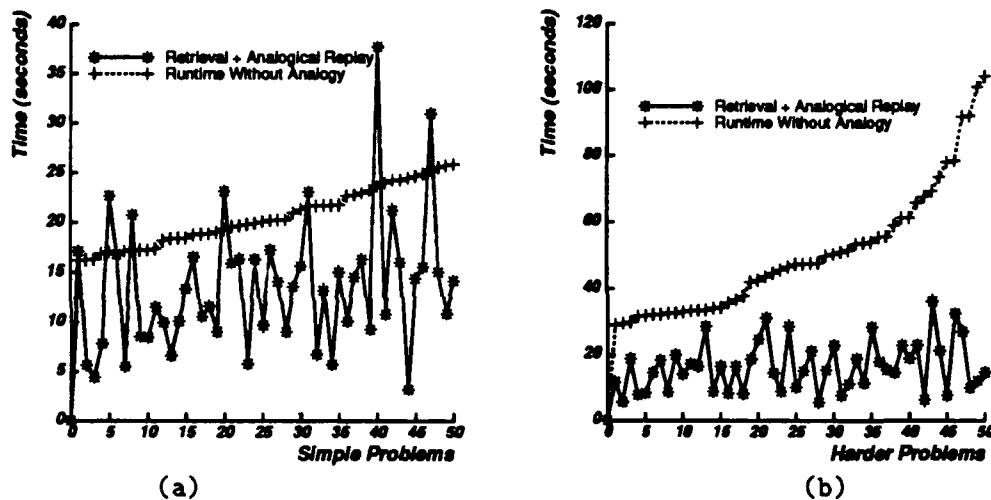


Figure 8.11: Retrieval plus replay time for 50 simple problems (a) and for 50 harder problems (b). The problems are sorted according to their running time without analogy.

Figure 8.11 (a) shows some occasional spikes above the curve of the running times without analogy. This is not surprising and shows that for some simple problems, it might not compensate to spend the effort of retrieving similar past cases and replaying them. Figure 8.11 (b) plots the equivalent results but now for the harder problems. The sum of the retrieval and replay times is now always less than the running time without analogy.

To report this comparison for the total set of the 458 problems solved both with and without analogy, I follow a slightly different way of graphing the relationship to avoid the irregular flavor of the unsorted curve. For each problem I take the difference between the running time without analogy and the sum of the retrieval and replay

times.<sup>7</sup> These differences are then sorted in increasing order. Figure 8.12 graphs this difference.

- A point  $(p, \delta)$  on the curve of the graph of Figure 8.12 shows that for problem  $p$ , there is a difference of  $\delta$  seconds between its running time without analogy and the sum of the retrieval and replay time of its analogical problem solving episode. Examples are the points  $(50, -5.37)$  and  $(430, 112.31)$ .

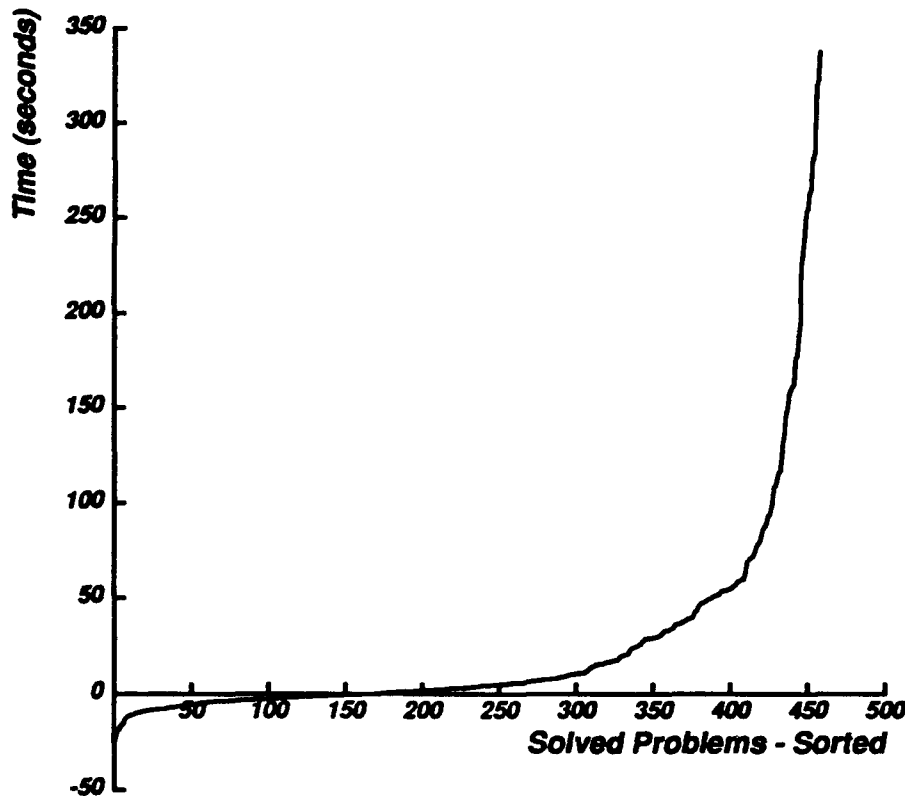


Figure 8.12: Difference between the running time without analogy and the sum of the retrieval and analogical running times for the problems solved both by base-level search and by analogy

A negative difference corresponds to a problem for which the sum of the retrieval and replay times is larger than the running time without analogy. The problems with a negative differential are equivalent to the spikes above the dashed curve in

<sup>7</sup>Paul Cohen at the AAAI Spring Symposium, March 1992, also suggested that graphing the difference between the two curves would provide a better visualization of the results.



Figure 8.11 (a). The few problems (16.5% of the total set of problems) with negative differences consist of the simpler ones for which the cost of searching for similar cases in memory and replay these, does not represent savings in the problem solving effort.

There is an interval for which the difference is close to null. These problems correspond to still simple to moderate complex problems for which it seems equivalent to search for a solution by unguided search or by analogy with similar past cases.

Finally the curve abruptly takes off into a sharp positive interval. For the more complex problems the curve shows the difficulty that the base-level problem solver encounters as compared to the analogical reasoner.

The plotted differences only report on the problems solved by both configurations. The next section extends the study of the cost of retrieving for all the 1000 problems along a different dimension.

### 8.2.7 Retrieval time against the size of the case library

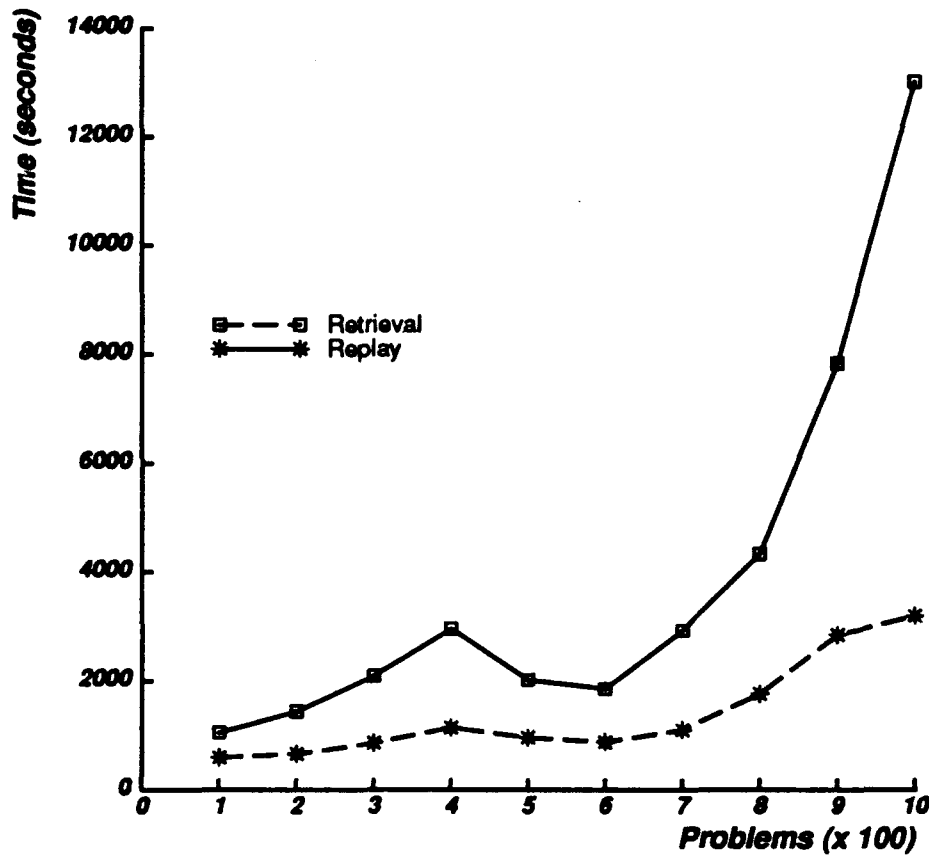
Another challenging result to observe is the effect of the size of the case library in the retrieval time. For the results graphed in Figure 8.13, the problems are ordered in the exact order in which they were solved and stored into memory. As the case library grows incrementally, if a problem  $p_1$  is solved after a problem  $p_2$ , then the size of the case library is larger when searching for similar cases for problem  $p_2$ . Figure 8.13 graphs separately the retrieval and the replay times for each individual problem in the chronological sequence in which they are solved.

- A point  $(p, t_r)$  on the **dashed** curve of the graph of Figure 8.13 shows that it takes  $t_r$  seconds to **retrieve** a set of similar cases for the  $p_{t_h}$  chunk of 100 problems. Examples are the points (3, 859.74) and (10, 3187.26).
- A point  $(p, t_a)$  on the **solid** curve of the graph of Figure 8.13 shows that it takes  $t_a$  seconds to **replay** the retrieved set of similar cases for the  $p_{t_h}$  chunk of 100 problems. Examples are the points (3, 2092.70) and (10, 13006.69).

The curves are not monotonic. In particular the decrease verified for the fifth chunk of 100 problems corresponds to the fact that the sequence of problems proposed to the system has two phases (see section 8.2.2) of monotonic increasing complexity (number of goals) with a reset to a restart to a simple complexity approximately after the first 400 problems.

The curves are also not linear. In particular the steep rise of the curves at the end corresponds to an abrupt increase in the complexity of the last sets of problems (see the tables of results in appendix A).

The conclusion from Figure 8.13 is that the retrieval time does not suffer a considerable overhead with the size of the case library. The data structures used to store the



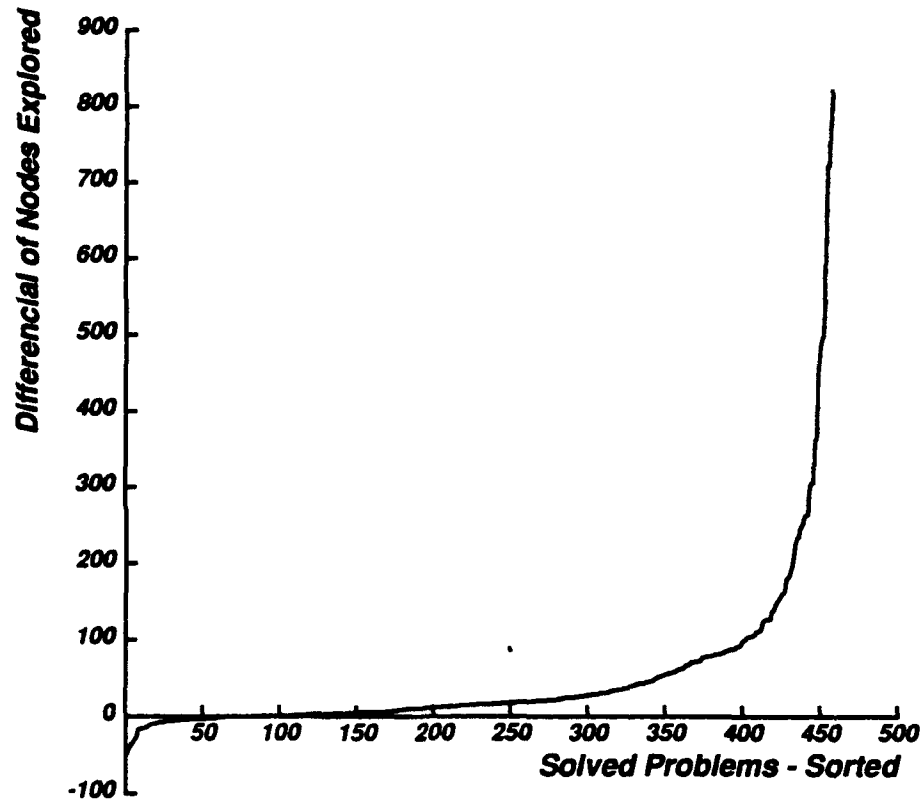
**Figure 8.13:** Problems ordered in the sequence in which they were run. The case library is growing along the  $x$  axis at the same time that more problems become solved. The graph represents the replay and retrieval times accumulated for chunks of 100 problems.

case indexes in conjunction with the bounded match value permitted are responsible for this behavior (see chapter 6).

### 8.2.8 Search nodes explored

Finally Figure 8.14 compares the number of nodes explored from the search space in both configurations. The difference between the number of nodes searched without analogy and with analogy is computed, sorted in increasing order, and graphed for each of the solved problems.

- A point  $(p, \delta)$  on the curve of the graph of Figure 8.14 shows that the base-level problem solver explored  $\delta$  more search nodes than the analogical problem solver when solving the problem  $p$ . Examples are the points  $(50, -3)$  and  $(458, 820)$ .



**Figure 8.14:** *Difference between the number of nodes explored by base-level search and by analogy for all the problems*

There are some few problems for which the derivational reconstruction explores a larger number of nodes. There may be two reasons why this happens: Either there is a favorable random base-level search or the replaying episode experiences transfer from inappropriate guiding cases (see chapter 7, Figure 7.3 (d)).

In general the results show that the guiding cases used by the derivational replay provide a reduction in the search space explored for a large majority of the problems – for approximately 78% of the solved problems.

### 8.3 Summary

This chapter presented empirical results comparing the performance of the analogical reasoner, *PRODIGY/ANALOGY*, with the base-level problem solver *NOLIMIT*.

The extensive results obtained from a logistics transportation domain showed that:

- The analogical reasoner increased the solvability horizon of the base-level problem solver considerably. Within a CPU running time bound of 350 seconds, the complete set of 1000 problems was solved by *PRODIGY/ANALOGY*, while only 458 of these problems are solved by *NOLIMIT* (see Figures 8.6 and 8.7).
- The cumulative running times for the analogical replay of the problems represent a speed-up of up 3.6 over the base-level problem solver, if only the problems solved both without and with analogy are considered. The speed-up increases to 5.3 if the problems not solved are also accounted for with the CPU time limit given to the base problem solver (see Figures 8.8 and 8.9).
- The solutions obtained by analogy are of equal or shorter length than the corresponding ones found by *NOLIMIT* for 82.75% problems (see Figure 8.10).
- When the retrieval time is added to the analogical replay time, *PRODIGY/ANALOGY* still performs more efficiently compared to *NOLIMIT* for 293 problems out of the 458 problems solved by both configurations. The other 165 problems correspond to simpler problems for which *NOLIMIT* finds a solution to a problem in a shorter time than *PRODIGY/ANALOGY* retrieves analogs for and replays them (see Figures 8.11 and 8.12).
- Finally the retrieval time increases very moderately with the size of case library (see Figure 8.13).

The experiments were set up with the primary focus of comparing the analogical problem solver against the base-level problem solver for large and complex problems. The results largely demonstrate the scalable properties of the algorithms designed and implemented.

An interesting next phase of empirical studies would be to investigate on the sensitivity of the analogical reasoner itself along other dimensions, such as the dynamic reorganization of the case library, variable retrieval times, variable thresholds for the partial match, and recursive retrieval of cases for any extra planning needed.

## Chapter 9

# Related Work

The overall achievement of this thesis consists of the design, implementation and scale up of a complete automated analogical reasoner and learner for general purpose problem solving. The presentation of the work is organized along the different dimensions that characterize the full analogical cycle, namely the generation, storage, retrieval, and utilization of the cases, i.e., problem solving episodes. The performance of the full system is evaluated in a variety of domains, in particular in a complex transportation domain with a case library of more than 1000 cases.

This chapter describes the related research to this thesis work. It is divided into four sections along the dimensions in which I presented this work. The first section presents some alternative ways followed in other research projects to generate reusable knowledge. Section 2 discusses other techniques to organize the stored acquired knowledge and compares the retrieval strategy designed in this thesis with some of the numerous retrieval strategies used in other systems. Section 3 focuses on the systems that reuse acquired problem solving experience both locally and globally. Finally section 4 summarizes the comparisons presented.

### 9.1 Generation and contents of cases

Most of the CBR systems start initially with a case library that is provided by the external user. PRODIGY/ANALOGY generates its own case library of problem solving episodes generated from the problem solver's reasoning from a domain theory which usually provides knowledge to solve efficiently only simple problems. Both PRODIGY/ANALOGY and most of the CBR systems incorporate incrementally into their case library the new adapted cases.

The contents of a case vary quite considerably from an enumeration of steps to different levels of causal relationships between the steps.

PRIAR [Kambhampati, 1989] reuses plans in a nonlinear hierarchical planner. Following the derivational analogy philosophy, PRIAR generates plans by recording the *validation structure* of a plan, which represents the dependencies among the plan steps, namely the links between preconditions and effects of the plan steps. The subgoal structure that PRODIGY/ANALOGY annotates at the case nodes corresponds to PRIAR's validation structure.

APU [Bhansali, 1991] also stores at each case more than the subgoal links among the plan steps. Bhansali's domain of UNIX programming involves plans which consist mostly of independent subplans for which it is expensive to search for the applicable schemas. Therefore APU stores the set of alternative schemas that could be used in addition to the particular one that succeeded in the stored episode. In the new partially matched situation, APU gets information from the past case on alternative schemas to try instead of having to search for them once again.

Blumenthal implemented a replaying system, REMAID [Blumenthal, 1990] that creates human computer interfaces. The design problem consists in ordering a set of goals that specify the problem to be solved. REMAID annotates at the cases the goal orderings heuristics that successfully determined the correct goal ordering. It annotates also the specific rule that achieved each goal. The information stored is similar to the one stored in APU though REMAID emphasizes the goal orderings while APU focuses on the rules that address the goals.

In addition to the subgoal structure (as in PRIAR), PRODIGY/ANALOGY stores the available alternatives both at the goal ordering level and at the operator level (similarly to APU and REMAID). PRODIGY/ANALOGY also records the reasons for the failure of the alternatives when these were explored and failed in the past. PRODIGY/ANALOGY makes use of the failure record at replay time to reject the alternatives for which the justifications of failure still hold in the new context.

CHEF [Hammond, 1986] also records the failures encountered. In fact CHEF centers its retrieval and adaptation reasoning around the failures. When a case is adapted but fails at a simulated execution phase, CHEF detects the violation of an expectation, recognizes the reason for failure, and uses it to index the new case.

KRITIK [Goel, 1990] stores at the cases the functional-structure dependencies among the different subparts of the design artifact. This qualitative information, as Goel calls it, is used at the adaptation phase to identify the parts that need to be modified and propose modifications. This is an interesting idea quite suitable for the design domains. PRODIGY/ANALOGY does not store automatically qualitative information eventually known at a higher level of abstraction than the one available directly at problem solving time. However the justification language developed for PRODIGY/ANALOGY in fact leaves margin to user defined justifications that may be checked at replay time. These can capture an arbitrary qualitative level of depen-

dency among the solution steps. It is an interesting future work research direction to explore more in depth the user intervention in providing justifications, their utility, and automating the learning process of the user input [Pérez, 1992].

## 9.2 Storage and retrieval of cases

Case-based reasoning and derivational analogy are in the abstract the same but have very different computational emphases. The former focuses on developing appropriate memory structures and the bulk of the work concentrates in retrieving from memory the right similar situation to the problem under consideration. The latter uses complex traces with justifications for decisions and permits more flexible modification and reconstruction. In a nutshell, the main emphasis of derivational analogy is in experience-driven problem solving, whereas case-based reasoning emphasizes retrieval and direct application.

The episodic contents of the cases drive the indexing in a network of links. Schank proposed MOPs [Schank, 1982] as indexing structures for combining generalized and episodic knowledge. IPP [Lebowitz, 1980] and CYRUS [Kolodner, 1980] pioneered the use of these memory structures followed by several others CBR systems. The definition of the "right" indices to use is the essence of the majority of the CBR effort. *PRODIGY/ANALOGY* uses two predefined categories of indexing, namely the conjunctive goals and the initial state configuration. *PRODIGY/ANALOGY* automatically identifies the relevant features of the initial state to be used as indices by determining the weakest preconditions of the goal conjuncts according to the particular solution found.

An initial attempt to *retrieve* similar possible matching past cases was experimented by Newell, Shaw, and Simon in the Logic Theorist (LT) [Newell *et al.*, 1963]. LT was written in 1956 and its goal was to explore the use of heuristics in problem solving. LT's particular domain task was proving theorems in the propositional calculus from a set of axioms. LT has three operators, namely detachment, forward chaining, and backward chaining, that it can apply in chain to the theorem to be proven in order to transform it recursively into the base axioms. LT's method involved matching all the combinations of axioms to see which operator is suitable. In order to prune out some of these combinations from being candidates to the matching process, LT used a similarity metric that tested equality of some absolute features, like the number of distinct variables of the new theorem and the axioms. It is interesting that this similarity metric did not produce any gains, and in fact, when used, even made LT miss proofs because it sometimes rejected the correct analogs. The question of what features should be considered in a similarity metric is therefore raised as early as LT.

LT is a case study that shows that a simple syntactic or superficial similarity metric may not lead to any particular good results. In this thesis I re-experienced this same problem and attempted to address it in particular by developing the foot-printing algorithm to find the goal-relevant features of the initial state. But it is still the case that the features in this foot-printed set are not uniformly relevant. In this work I also made an initial study of the dynamic reorganization of memory. This relative relevance of the foot-printed features can be incrementally understood by interpreting the utility found by the replay process of the guidance suggested. After this initial comparison with the pioneering LT, I discuss now other more recent systems.

In ANAPRON [Golding, 1991] cases are stored as negative exemplars of rules and retrieved directly when a rule is proposed. ANAPRON explores several different similarity metrics. The retrieval strategy is also based on thresholds for an adequate match level. ANAPRON learns these thresholds.

In PER [Kedar-Cabelli, 1985] Kedar studies the analogical concept learning problem where candidate analogs are retrieved based on the purpose of the analogy to be performed.

Both PRIAR and APU retrieve candidate similar analogs by evaluating the parts of the stored plan or program that are still useful in the new context. The retrieval is done by searching the stored cases linearly. PRIAR's retrieval strategy considers the preconditions and effects of the operators represented in the stored validation structure. APU's retrieval strategy similarly considers the abstract structure of the solution to be replayed. Both systems try to follow Gentner's structure-mapping approach [Gentner, 1987] to evaluate the match between problems by comparing solution derivations rather than the features that define the problems. However as this integral process is very expensive, PRIAR still uses the initial state features in addition to the validation structure, while APU compares generalized and abstract program structures.

The retrieval strategy in PRODIGY/ANALOGY uses the features of the initial state and the goal statement. It automates the process of maximizing the understanding of the structure of the plan by foot-printing the initial state and finding the sets of interacting goals. These are the indices compared with the new problem solving specifications. There is no way to compare the solved past problems and the new still unsolved problem more structurally exactly because the new problem was not solved yet and is specified only in terms of its initial state and goal statement. APU's approach of using the abstract structure to guide the retrieval process is very interesting and it is in consonance with our proposed future working direction in integrating analogy and abstraction in PRODIGY (see section 10.2).



### 9.3 Utilization of learned knowledge

There are two extreme approaches to utilize acquired experience, namely the learned knowledge is used when it matches **totally** or **partially** the new decision context.

The "eager" learning strategies, like EBL [Mitchell *et al.*, 1986, Minton, 1988] and its descendants [Etzioni, 1990] acquire provably correct and generalized knowledge for local decision making. This local control knowledge is applied only when the new situation matches completely the supporting necessary conditions of the control rules. In particular these methods may involve both a large learning effort [Pérez and Etzioni, 1992] and a large matching cost [Tambe and Rosenbloom, 1989]. When this is tolerable, the method is very beneficial in leading the problem solver to close to, if not so, optimal performance.

Several research efforts try to alleviate either or both the learning and the matching costs. In his thesis, Tadepalli [Tadepalli, 1989] developed a *lazy* explanation-based learning in which partial explanations are produced alleviating therefore the learning effort of proving generalized control knowledge. [Duval, 1991] also presents an explanation-based learning method in which the deductive step is replaced by an abduction reasoning step that produces knowledge that is validated by experience. More recently Bhatnagar [Bhatnagar, 1992] builds incomplete proofs of failures and learns potentially over-general control rules that are refined incrementally by experience.

The line of approaches progressively moves from one end of the spectrum to the other end where the pure case-based reasoning systems stand. PRODIGY/ANALOGY is close to that end of the spectrum as it explores a lazy learning technique in which no provably correct generalization is attempted from one problem solving episode and only a partial match is required in order to apply the learned knowledge. PRODIGY/ANALOGY combines an operator-based problem solver with a case-based reasoner.

Chunking in SOAR also accumulates episodic global knowledge. The selection of applicable chunks is based however in choosing the ones whose conditions match totally the active context. The chunking algorithm in SOAR is able to learn interactions among different problem spaces. A chunk may therefore capture parts of the derivational trace of the problem solving episode, in particular the problem spaces structures, similarly to the subgoal links. These episodic chunks however cannot be reused flexibly, i.e., by reusing and adapting its contents.

I compare in more detail now the reuse or replay strategy of PRODIGY/ANALOGY with other replaying systems.

Andrew Golding's thesis work [Golding, 1991], implemented in the ANAPRON system, combines a rule-based system and a case-based reasoner and applies it to the task of name pronunciation. The problem solving task is based on proposing

rules for individual parts of a word, then searching for cases that override the rules proposed, and deciding whether to follow the rule or the analogy. As opposed to PRODIGY/ANALOGY cases are used for just one step decisions. A single case may override several rules but each individual time a case is retrieved it is used just to override a unique rule. The decision of using a case in ANAPRON does not interact with the previous choices made, i.e., ANAPRON does not backtrack. The decision is based on elaborated similarity metrics that decide on what is the case that can be used at each individual step of the problem solving task.

Allen and Langley [Allen and Langley, 1990] also replay successfully one step past cases as opposed to a complete sequence of problem solving decisions as in PRODIGY/ANALOGY.

Other systems integrate case-based reasoning with simple special-purpose rule-based systems. MEDIATOR [Simpson, 1985], PERSUADER [Sycara, 1987], and CASEY [Koton, 1988] apply case-based reasoning to problem solving trying to use previous cases first and then use simple rules if they cannot adapt the old cases to the current problem. On the other hand, JUDGE [Bain, 1986], and HYPO [Ashley and Rissland, 1987] try first simple first principles encoded as rules, then if these fail they try their case library. CHEF [Hammond, 1986] applies case-based reasoning to planning meals. It generates explanations from failures detected while trying to adapt the case retrieved.

GREBE [Branting, 1991] in particular integrates rules and precedents (cases) in the classification of assigning a case to a specific category and explaining why the assignment is set. Cases and rules are used in conjunction and impartially to support and explain the classification process.

BOGART [Mostow, 1989] is an example where the replay process is not automated. It is interesting however as one of the first systems to implement parts of the derivational analogy strategy of storing and reusing dependencies links among steps. BOGART is able to reuse problem solving experience from previous steps of the same problem solving episode. This within-problem reuse is however not automated as in the internal analogy framework [Hickman and Larkin, 1990].

Transformational analogy [Carbonell, 1983] replays past solutions by systematically modifying a retrieved plan as a function of the differences recognized between the past and the current new problem.

Internal analogy [Hickman *et al.*, 1990] focuses in studying the analogical transfer of experience within single problem solving episodes.

POPART, REDESIGN, and ARGO apply explanation techniques to try to adapt an old design or program to meet new specifications [Mostow, 1989].

JULIA [Hinrichs and Kolodner, 1991] designs menus for meals. It also relaxes the guaranteed correctness of the analogs to propose plausible solutions. The adaptation

does not involve replanning. It is more like a constraint satisfaction problem relaxing under- or over- constrained situations by reinstantiation. The adaptation uses multiple alternative cases and is able to combine subparts of them.

[Redmond, 1990] presents a CBR system where cases are stored in pieces, *snippets*. These pieces are of small granularity, i.e., one-goal-operator steps, as in [Allen and Langley, 1990]. Snippets are used as a whole but problem solving is viewed as a combination task of several snippets of other cases. This is similar to the approach used in this thesis. PRODIGY/ANALOGY in addition determines automatically the independent subparts of a case.

## 9.4 Summary

This chapter compared this thesis work with several other research efforts. The comparison is not certainly exhaustive. Instead it tries to focus on the more pertinent particular aspects of the analogical reasoning process.

This thesis overall develops a flexible integration of a complete derivational analogy reasoner, into a general purpose problem solving and learning architecture. The work opened new perspectives to the reconstruction approach, e.g., allowing automatic generation of annotations to the solution trace by building an introspection capability into the problem solver, and using learning abstraction techniques to create adequate memory indices.

A final word of comparison between PRODIGY/ANALOGY and other replaying systems in general: this thesis work is unique in having automated the complete analogical cycle, namely the generation (annotation), storage, retrieval, and replay of episodic knowledge. It is also unique in its domain-independent approach and is demonstrated in particular in a case library of several orders of magnitude greater than most of the other CBR systems, in terms of the size of the case library and the granularity of the individual cases.

ANAPRON is another example of an integrated rule-based and case-based system that was scaled up for the task of name pronunciation. ANAPRON uses a case library with 5000 cases, i.e., examples of pronunciation of names. These cases were provided externally, and each case illustrates at most the application of 8 operators.

The more than 1000 planning problems solved by PRODIGY/ANALOGY correspond to more than 8000 one-goal problems, the case library is built incremental and automatically, and cases grow up to sequences of more than 200 annotated decision steps.



# Chapter 10

## Conclusion

This final chapter summarizes the thesis very succinctly, and discusses future research directions.

### 10.1 Summary

The thesis addressed the problem of integrating analogical reasoning into general purpose problem solving. The main goal of the work was to investigate the feasibility of analogical reasoning as a machine learning strategy to improve the performance of general problem solving.

Reasoning by analogy consists of the flexible reuse of previously solved problems, i.e., cases, to guide the search for solutions to similar new problems. The issues addressed in the thesis to apply this reasoning strategy include: the generation of the cases for reuse, the organization of the case library, the retrieval of adequate past cases similar to the new problem, and the replay of these previous problem solving episodes. The thesis developed algorithms that fully automate these four phases of the analogical reasoning process in an integrated design with a general purpose nonlinear planner.

The global implemented system was tested in a variety of domains including a complex logistics transportation domain with a case library of more than 1000 cases. The results obtained demonstrated the scalable properties of the algorithms designed and implemented. The analogical problem solver increased the solvability horizon and reduced the search effort of the base level problem solver.

**Base-level problem solver** In the thesis I developed a nonlinear problem solver, NOLIMIT that reasons about totally ordered plans and is able to interleave goals

at different search levels. NOLIMIT is complete and therefore it extends largely the spectrum of problems that it can solve compared to a linear planner.

**Case generation** The thesis automates the process of generating cases to incrementally build a case library. The generation is done by retaining the lines of reasoning underlying an episodic problem solving experience. The problem solver introspects into its internal decision cycle to determine the reasons for its choices. These justifications consist of the links between choices capturing the subgoal structure, records of explored failed alternatives, and pointers to applied control guidance. A case, i.e., a stored problem solving episode, consists of the solution trace augmented with these annotations.

**Case storage** The storage algorithm identifies the appropriate indices for the cases and organizes the case library. The foot-printing algorithm determines the set of features of the initial state that are relevant to achieving the goal statement for the particular solution found. In addition the cases are multiply indexed by the sets of interacting goal conjuncts from the user-given goal statement. The thesis developed an algorithm to recognize these goal interactions by partially ordering the totally ordered case steps. The connected components of the resulting partially ordered solution correspond to the independent case fragments that can be independently reused.

**Case retrieval** The retrieval procedure implemented uses a similarity metric to rank the partially matched candidate analogs which considers the foot-printed initial state and the goal interactions of the past cases. The matching is done incrementally to allow stopping retrieval if some "reasonable" partial match is found, as opposed to searching for the "best" match.

**Case replay** The replay mechanism involves a complete reinterpretation of the justifications structures from the past guiding cases in the new problem solving context. When the transformed justifications are no longer valid, the replay procedure either replans for the new situation or may recursively request additional guidance from the case library. The replay mechanism can integrate guidance from multiple past similar cases.

**Scale up** The system's performance is tested in several domains and in particular in a complex logistics transportation domain with a case library of 1000 cases. Extensive empirical results along different dimensions demonstrate the scalable properties of the algorithms designed and implemented.

## 10.2 Future research directions

This thesis opens several research directions. These are follow ups to the designed and implemented analogical reasoner.

### 10.2.1 Powerful tools for planning

The extension of the framework of PRODIGY/ANALOGY to more realistic domains requires the design of more powerful tools for planning. A direction of future work is to develop robust probabilistic planning approaches to account for the uncertainty characteristics of the real world.

A second challenging direction is to explore the use of the episodic cases automatically generated by the analogical reasoner to bridging classical planning search and reactive planning methods.

### 10.2.2 Integration of learning paradigms

This thesis did not have as an immediate goal to compare the different learning strategies within PRODIGY. However an immediate research direction is to investigate the integration of these different learning strategies within PRODIGY. This will entail further work of incorporating other learning methods into the nonlinear planner framework. In fact, while the analogical reasoner is implemented within the nonlinear problem solver of the architecture, for chronological reasons, the previous learning modules are implemented within the linear planner.<sup>1</sup> Once this re-design and re-implementation is accomplished, it is possible to compare our multiple complex learning techniques and their synergistic interaction.

Below I discuss the benefits that I foresee from an integration of EBL and analogy, and abstraction and analogy (also discussed in [Veloso and Carbonell, 1993 forthcoming]).

#### EBL and analogy

Previous work in the linear planner of PRODIGY uses explanation-based learning techniques, (PRODIGY/EBL), [Minton, 1988] to extract from a problem solving trace the explanation chain responsible for a success or failure and to compile search control rules therefrom.

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<sup>1</sup>We are now in the process of transferring DYNAMIC, i.e., EBL + STATIC [Pérez and Etzioni, 1992], into the nonlinear problem solver of PRODIGY 4.0 [Carbonell *et al.*, 1992].

While performing the goal regression on the derivational trace to determine the foot-print of the initial state, the analogical reasoner performs a lazy explanation of the solution encountered. Lazy because it goes up the successful path following the subgoal chain without attempting to prove any generalization of the immediate success or recorded failures. However, although simple, it turns out to be quite useful to take into account this lazy explanation.

The joint EBL-analogical reasoner could decide the situations where it is worth spending effort using either of the following learning strategies: statically analyzing the domain theory, or interpreting a trace of a solved problem to generalize control rules therefrom, or to store the problem solving episode as a case for eventual future retrieval and replay. Analogy would benefit from the integration as some simple cases and simple problem solving situations would be translated into general control rules. On the other hand, EBL would benefit in incomplete domain theories, where the proofs for generalized explanations cannot be pursued. Additionally, in the nonlinear problem solving context, the number of alternatives explored is very large and very complex goal interactions may be explored. The joint EBL-analogical reasoner could switch from an eager costly attempt to explain a difficult trace to a lazy attitude of storing it as a case, as a function of some threshold of the cost of the two approaches.

### Abstraction and analogy

The axiomatized domain knowledge in PRODIGY is used to learn abstraction layers in the ALPINE [Knoblock, 1991].

A key issue in the process of solving problems by analogy is the identification of the *details* and the *relevant* features of a particular problem solving situation. As new and past situations are not expected to match fully, knowing the relevance of the information available increases the ability for successful partial matching of different problems. The foot-printing algorithm in this thesis determinates the features from the initial state that were used in a particular solution to a problem. ALPINE provides a mechanism that analyzes a particular domain, and generates abstraction levels that group together features in a hierarchical structure, the most crucial, interrelated ones at the top. An interesting direction of future work is to explore the use of the abstraction levels generated by ALPINE in addition to the foot-printing algorithm, as a measure of relevance to rank partially matched candidate analogs.

The dynamic organization of memory currently does a simple abstraction by generalizing instances into their type classes. However, the use the abstraction levels will help the dynamic organization of the discrimination network. The more relevant features of the problem can unify with the new problem before the detailed ones,



where "relevant" is both a function of past experience and the level in the abstraction hierarchy.

A second major benefit of the integration of analogy and abstraction is the generality of stored plans for later indexing. That is, a solution at an abstract level may be more likely to be an applicable candidate analog than one at the ground level – although it will require refinement by adding in details of the current problem. In general, it would be interesting to use abstract analogs when specific grounded ones are not present to guide search in derivational analogy.

### 10.2.3 Historical learning

Another interesting direction for future work is to follow Allen Newell's challenge for "historical learning." The idea is to not reset the system from its learned knowledge and increment the capabilities of a problem solver over time building upon its learning history. The analogical reasoner could increase its own problem solving abilities by combining the knowledge in its different domain-dependent case libraries, accumulated along its lifetime.



# Appendix A

## The Logistics Transportation Domain

This appendix presents the problem space definition for the logistics transportation domain, and provides the experimental data obtained supporting the empirical results described in chapter 8.

The interested reader may contact me at *veloso@cs.cmu.edu*, for pointers for on-line trace files of runs of PRODIGY/ANALOGY. These files can provide illustrations of solved problems, generated cases, partially ordered solutions, goal indexing structures, discrimination networks from the case library, retrieval outputs, and analogical replay episodes, among other things.

### A.1 Domain definition

```
;;; *****  
;;; Type Hierarchy  
;;; *****
```

```
(is-a OBJECT TYPE)  
(is-a CARRIER TYPE)  
(is-a TRUCK CARRIER)  
(is-a AIRPLANE CARRIER)  
(is-a LOCATION TYPE)  
(is-a AIRPORT LOCATION)  
(is-a POST-OFFICE LOCATION)  
(is-a CITY TYPE)
```

```
;;; *****  
;;; Operators  
;;; *****
```

```
(OPERATOR LOAD-TRUCK  
  (params ((<obj> OBJECT)  
            (<truck> TRUCK)  
            (<loc> LOCATION)))  
  (preconds  
    (and (at-obj <obj> <loc>)  
          (at-truck <truck> <loc>)))  
  (effects  
    ((del (at-obj <obj> <loc>))  
      (add (inside-truck <obj> <truck>))))))
```

```
(OPERATOR LOAD-AIRPLANE  
  (params ((<obj> OBJECT)  
            (<airplane> AIRPLANE)  
            (<loc> AIRPORT)))  
  (preconds  
    (and (at-obj <obj> <loc>)  
          (at-airplane <airplane> <loc>)))  
  (effects  
    ((del (at-obj <obj> <loc>))  
      (add (inside-airplane <obj> <airplane>))))))
```

```
(OPERATOR UNLOAD-TRUCK  
  (params ((<obj> OBJECT)  
            (<truck> TRUCK)  
            (<loc> LOCATION)))  
  (preconds  
    (and (inside-truck <obj> <truck>)  
          (at-truck <truck> <loc>)))  
  (effects  
    ((del (inside-truck <obj> <truck>))  
      (add (at-obj <obj> <loc>))))))
```

```
(OPERATOR UNLOAD-AIRPLANE
  (params ((<obj> OBJECT)
            (<airplane> AIRPLANE)
            (<loc> AIRPORT)))
  (preconds
    (and (inside-airplane <obj> <airplane>)
          (at-airplane <airplane> <loc>)))
  (effects
    ((del (inside-airplane <obj> <airplane>))
     (add (at-obj <obj> <loc>)))))

(OPERATOR DRIVE-TRUCK
  (params ((<truck> TRUCK)
            (<loc-from> LOCATION)
            (<loc-to> (and LOCATION
                             (diff <loc-from> <loc-to>)))))
  (preconds
    (and
      (same-city <loc-from> <loc-to>)
      (at-truck <truck> <loc-from>)))
  (effects
    ((del (at-truck <truck> <loc-from>))
     (add (at-truck <truck> <loc-to>)))))

(OPERATOR FLY-AIRPLANE
  (params ((<airplane> AIRPLANE)
            (<loc-from> AIRPORT)
            (<loc-to> (and AIRPORT
                             (diff <loc-from> <loc-to>)))))
  (preconds
    (at-airplane <airplane> <loc-from>))
  (effects
    ((del (at-airplane <airplane> <loc-from>))
     (add (at-airplane <airplane> <loc-to>)))))
```

```
;;; *****
;;; Inference rules
;;; *****
```

```
(INFERENCE-RULE IN-SAME-CITY
  (params ((<loc1> LOCATION)
            (<loc2> (and LOCATION
                          (diff <loc1> <loc2>))))
            (<city> CITY)))
  (preconds
    (and
      (loc-at <loc1> <city>)
      (loc-at <loc2> <city>)))
  (effects
    ((add (same-city <loc1> <loc2>)))))
```

```
;;; *****
;;; Functions
;;; *****
```

```
(defun diff (x y)
  (not (eq x y)))
```

```
;;; *****
;;; Naming conventions for variables
;;; *****
```

```
(setf *class-short-names*
      '((OBJECT . p)
        (CARRIER . c)
        (TRUCK . t)
        (AIRPLANE . a)
        (LOCATION . l)
        (AIRPORT . ap)
        (POST-OFFICE . po)
        (CITY . c)))
```

```

;;; *****
;;; Naming conventions at generation
;;; *****

(setf *GEN-CLASS-NAMES*
      '((OBJECT . ob)
        (CARRIER . c)
        (TRUCK . tr)
        (AIRPLANE . pl)
        (LOCATION . l)
        (AIRPORT . a)
        (POST-OFFICE . po)
        (CITY . c)))

;;; *****

```

## A.2 Experimental data

The experiments in the logistics transportation domain were run in Allegro Common Lisp on a Sun SparcStation with 16 megabytes of memory. The tables below show the data corresponding to the results shown in chapter 8 for the set of 1000 problems. The problems are ordered in the sequence that they were proposed to the problem solver. The meaning of the columns is the following:

**Prob Num** - The problem number.

**Goals** - The number of goal conjuncts in the goal statement.

**Initial State** - The number of literal in the initial state.

**Search Time** - The CPU time, in seconds, that NO LIMIT without analogy takes to solve the problem or is allowed to spend trying to solve the problem.<sup>1</sup>

**Nodes** - The number of nodes searched. Each solution step corresponds at least to three nodes searched. If the number of nodes searched is equal to three times

---

<sup>1</sup>The problem solver was given a maximum running time of 350 seconds. The test to check whether the running time limit is reached is done when the problem solver backtracks to ensure that there is no interruption of a successful solution path. Therefore the effective running times are not exactly 350 seconds but are higher, as can be seen in the empirical data below.

the solution length, then it means that there was no search deviation from the successful path.

**Sol Length** - Length of the solution found, i.e. the number of steps of the plan.

**Replay Time** - The time, in seconds, that the analogical reasoner, PRODIGY/ANALOGY expended to solve the problem replaying the retrieved similar cases.

**Retrieval Time** - The time, in seconds, that it took to retrieve the guiding cases for the problem.



Prob Num	Goals	Initial State	Base-level NOLIMIT (without analogy)			Analogical NOLIMIT PRODIGY/ANALOGY			
			Search Time	Nodes	Sol Length	Replay Time	Nodes	Sol Length	Retrieval Time
1	1	109	6.26	25	6	2.50	18	6	1.40
2	1	117	7.36	29	6	2.62	18	6	1.73
3	1	107	4.43	19	6	3.03	19	6	1.90
4	1	107	6.13	25	8	3.30	21	7	1.94
5	1	110	6.76	29	8	3.68	24	8	5.62
6	1	119	22.09	73	10	5.03	27	9	5.94
7	1	116	9.94	36	11	5.38	30	10	5.60
8	1	131	8.34	31	6	2.78	18	6	2.72
9	1	122	8.17	28	8	4.42	24	8	3.81
10	1	111	11.77	45	10	4.80	27	9	5.58
11	1	136	8.19	30	9	5.10	27	9	3.31
12	1	134	23.40	82	10	5.92	30	10	7.35
13	1	128	11.60	42	7	7.42	21	7	1.94
14	1	134	10.58	36	11	10.00	39	10	7.42
15	2	106	17.72	79	9	2.40	18	6	1.89
16	2	110	6.37	27	8	3.13	21	7	2.35
17	2	108	10.43	39	10	4.95	30	10	4.70
18	2	114	43.92	178	9	5.20	27	9	5.56
19	2	114	9.70	43	8	7.17	31	10	2.44
20	2	107	13.83	52	12	8.08	39	12	3.36
21	2	122	66.83	178	17	12.45	51	17	6.35
22	2	148	43.41	90	10	4.07	18	6	3.06
23	2	154	47.76	86	6	4.18	18	6	4.32
24	2	164	58.07	81	6	4.35	18	6	4.94
25	2	155	6.79	19	6	5.62	18	6	4.81
26	2	170	68.63	82	8	6.65	24	8	8.00
27	2	131	47.48	110	13	7.00	33	11	4.54
28	2	182	68.52	79	15	11.70	33	11	10.78
29	2	183	72.17	73	22	13.17	39	13	11.59
30	2	131	31.69	96	8	14.36	24	8	1.90
31	2	187	38.24	51	15	16.32	39	13	12.09
32	2	168	43.23	64	14	16.45	45	15	10.55
33	2	147	20.59	45	10	18.15	44	11	2.51
34	2	162	81.94	97	12	20.42	37	12	5.55
35	2	186	70.39	60	11	33.61	63	12	7.71
36	2	113	10.09	38	8	3.85	24	8	4.18
37	2	126	46.48	106	9	4.83	27	9	4.35
38	2	106	17.29	76	10	5.30	30	10	4.86
39	2	125	16.73	48	16	5.42	30	10	6.36
40	2	112	41.61	111	11	5.97	33	11	7.00
41	2	127	47.15	121	11	7.30	33	11	6.95
42	2	119	29.22	107	12	7.78	36	12	6.24
43	2	114	31.59	81	14	8.13	42	14	6.81
44	2	105	6.84	29	8	8.15	34	7	1.35
45	2	107	11.67	43	11	10.90	37	10	1.86

Prob Num	Goals	Initial State	Base-level NOLIMIT (without analogy)			Analogical NOLIMIT PRODIGY/ANALOGY			
			Search Time	Nodes	Sol Length	Replay Time	Nodes	Sol Length	Retrieval Time
46	2	112	17.85	54	15	17.60	62	15	7.05
47	3	105	36.22	99	6	2.57	18	6	5.06
48	3	105	38.39	123	8	2.65	21	7	3.25
49	3	120	6.68	24	6	2.83	18	6	1.66
50	3	116	9.05	30	6	3.00	18	6	1.42
51	3	102	4.28	20	6	3.03	18	6	1.64
52	3	113	4.74	19	6	3.38	18	6	2.35
53	3	103	8.01	33	9	3.87	24	8	4.55
54	3	113	15.56	65	8	3.88	24	8	2.29
55	3	116	38.38	98	9	4.08	27	9	4.20
56	3	111	17.97	58	13	4.58	27	9	2.56
57	3	111	22.22	105	6	4.82	26	6	2.22
58	3	115	6.87	29	8	5.15	24	8	3.29
59	3	111	11.97	44	14	7.52	39	13	5.50
60	3	111	62.76	140	16	8.18	42	14	4.86
61	3	111	67.19	132	19	13.07	51	17	7.05
62	3	110	45.63	110	18	13.32	57	19	8.15
63	3	110	10.42	42	14	14.22	57	14	4.47
64	3	118	70.09	108	22	20.95	58	19	11.86
65	3	110	73.91	158	19	39.83	123	18	6.79
66	3	114	8.88	37	8	3.30	21	7	2.45
67	3	114	5.90	26	8	4.27	24	8	4.76
68	3	114	6.43	28	8	5.68	30	10	4.03
69	3	108	18.24	76	12	6.32	33	11	4.73
70	3	114	43.82	109	9	6.65	27	9	4.11
71	3	115	11.68	40	12	7.50	36	12	5.20
72	3	108	9.33	40	11	7.95	37	10	3.14
73	3	114	62.65	144	8	8.28	39	13	5.11
74	3	117	65.27	120	11	8.58	33	11	6.19
75	3	112	44.91	135	17	9.35	48	16	5.12
76	3	121	9.47	34	10	9.98	36	11	4.68
77	3	108	14.19	56	18	10.52	51	17	7.20
78	3	127	63.87	121	15	10.78	42	14	10.38
79	3	117	66.03	105	18	11.20	51	17	7.30
80	3	115	33.41	91	20	11.23	54	18	7.87
81	3	114	47.40	99	18	15.50	55	18	6.28
82	3	114	350.67	602	-	22.00	81	27	15.65
83	3	125	350.68	486	-	23.92	102	11	7.66
84	3	114	13.90	40	9	2.97	18	6	1.96
85	3	165	119.34	131	9	4.28	18	6	6.49
86	3	132	9.18	30	8	4.83	24	8	4.54
87	3	192	65.52	64	12	6.82	21	7	7.67
88	3	121	72.78	122	11	6.95	33	11	6.12
89	3	177	47.61	90	12	10.33	33	11	7.89
90	3	165	352.67	344	-	13.33	39	13	9.94

Prob Num	Goals	Initial State	Base-level NoLIMIT (without analogy)			Analogical NoLIMIT PRODIGY/ANALOGY			
			Search Time	Nodes	Sol Length	Replay Time	Nodes	Sol Length	Retrieval Time
91	3	173	350.88	180	-	16.02	45	15	16.93
92	3	168	351.38	362	-	21.90	42	14	9.85
93	3	160	350.48	226	-	24.70	71	12	17.27
94	3	151	35.05	69	18	25.32	52	17	16.25
95	3	144	73.64	73	30	27.55	82	24	12.14
96	3	125	22.83	63	14	29.23	101	13	4.87
97	3	183	96.97	70	20	29.84	52	13	13.03
98	3	123	351.20	360	-	32.33	103	21	11.80
99	3	160	356.25	197	-	34.15	78	26	8.04
100	3	162	351.37	269	-	44.85	92	15	13.99
101	3	172	351.35	250	-	120.14	209	18	16.01
102	4	104	11.35	43	10	2.85	18	6	1.85
103	4	103	10.45	40	10	3.00	21	7	1.77
104	4	109	154.62	327	10	3.25	21	7	2.24
105	4	104	4.08	21	7	4.87	24	8	1.96
106	4	108	14.33	52	10	5.30	30	10	5.37
107	4	105	9.93	40	12	5.50	33	11	4.05
108	4	103	11.23	43	10	5.50	30	10	2.69
109	4	107	12.75	46	15	6.53	36	12	4.28
110	4	105	13.45	49	13	6.72	36	12	4.79
111	4	109	9.97	39	13	6.88	36	12	5.95
112	4	105	43.12	130	15	7.60	39	13	5.86
113	4	109	8.77	37	12	9.00	37	11	3.34
114	4	100	10.08	41	13	10.95	50	15	4.02
115	4	108	350.13	962	-	12.30	57	19	6.05
116	4	109	353.25	769	-	13.52	49	15	8.37
117	4	107	350.12	1035	-	15.40	66	22	5.95
118	4	110	350.43	720	-	16.57	58	19	8.71
119	4	107	19.67	67	22	18.87	68	22	7.62
120	4	115	4.47	21	7	2.95	18	6	1.36
121	4	109	121.52	258	11	3.62	24	8	2.05
122	4	106	8.30	33	10	5.45	30	10	2.96
123	4	115	15.67	49	14	6.32	33	11	4.51
124	4	114	17.08	55	12	7.60	39	13	7.20
125	4	114	350.43	886	-	7.78	36	12	8.54
126	4	104	8.85	35	11	7.92	34	11	5.06
127	4	117	8.00	30	10	9.47	30	10	1.37
128	4	114	8.47	33	10	9.80	40	12	1.70
129	4	113	11.15	40	11	10.98	42	11	1.83
130	4	112	25.30	77	23	12.02	54	18	9.24
131	4	107	22.03	71	19	14.15	55	18	7.74
132	4	111	352.26	505	-	15.50	56	12	2.42
133	4	118	129.74	196	27	18.38	69	23	10.73
134	4	113	354.67	440	-	19.73	71	23	12.59
135	4	117	24.10	66	21	27.99	83	23	11.79

Prob Num	Goals	Initial State	Base-level NoLIMIT (without analogy)			Analogical NoLIMIT PRODIGY/ANALOGY			
			Search Time	Nodes	Sol Length	Replay Time	Nodes	Sol Length	Retrieval Time
136	4	115	28.58	83	18	28.80	85	17	7.54
137	4	115	350.83	557	-	45.53	143	21	10.41
138	4	110	350.42	694	-	114.21	347	22	8.73
139	4	105	8.00	33	10	2.52	18	6	1.83
140	4	114	5.07	22	7	3.78	21	7	2.62
141	4	127	350.50	668	-	3.82	21	7	3.40
142	4	111	4.77	24	8	5.15	24	8	2.24
143	4	115	14.20	46	12	6.18	21	7	2.34
144	4	121	16.72	50	11	7.52	24	8	3.03
145	4	122	13.85	47	15	8.90	39	13	5.62
146	4	112	17.13	60	14	9.47	42	14	5.97
147	4	116	9.92	37	11	10.07	43	14	4.04
148	4	106	95.05	248	19	10.15	51	17	9.80
149	4	110	57.98	133	17	11.00	48	16	7.59
150	4	108	90.01	181	20	12.05	54	18	7.70
151	4	118	18.35	56	18	12.95	54	18	7.79
152	4	117	19.47	60	19	16.28	59	18	6.20
153	4	109	351.35	845	-	18.53	58	19	8.49
154	4	125	350.83	518	-	22.72	67	22	11.06
155	4	107	81.61	183	12	23.03	91	12	2.46
156	4	121	351.97	562	-	25.98	70	23	8.62
157	5	108	9.32	37	11	3.57	21	7	2.01
158	5	119	13.83	46	12	3.62	21	7	3.87
159	5	111	11.28	41	13	4.83	27	9	1.69
160	5	120	18.40	52	15	5.57	30	10	4.29
161	5	131	351.18	660	-	5.77	30	10	9.80
162	5	109	350.45	528	-	8.58	45	15	4.55
163	5	110	14.00	47	15	9.92	45	15	3.69
164	5	132	17.07	53	17	10.25	42	14	10.46
165	5	114	350.75	1020	-	10.92	52	16	9.11
166	5	131	10.32	34	7	11.05	34	11	3.28
167	5	121	14.70	49	15	11.95	51	17	10.11
168	5	117	11.07	40	13	12.35	46	12	2.42
169	5	119	350.30	634	-	13.42	54	18	13.73
170	5	122	345.54	358	24	14.25	57	19	11.56
171	5	120	36.43	90	29	24.47	90	30	18.29
172	5	124	149.85	172	25	26.12	61	16	7.39
173	5	132	350.90	251	-	28.31	89	29	16.90
174	5	135	350.15	283	-	43.29	116	37	26.17
175	5	110	3.88	21	7	3.30	21	7	1.25
176	5	105	15.67	57	14	6.82	36	12	3.54
177	5	107	50.80	161	11	7.68	39	13	5.10
178	5	104	9.73	43	13	8.53	37	12	2.09
179	5	110	350.32	733	-	9.48	48	16	7.60
180	5	103	10.83	45	13	10.25	46	13	1.51

Prob Num	Goals	Initial State	Base-level NO LIMIT (without analogy)			Analogical NO LIMIT PRODIGY/ANALOGY			
			Search Time	Nodes	Sol Length	Replay Time	Nodes	Sol Length	Retrieval Time
181	5	106	138.46	309	16	10.73	45	14	3.76
182	5	106	10.10	41	13	10.92	47	15	1.91
183	5	108	23.52	62	14	11.60	42	14	12.40
184	5	110	19.05	62	17	11.87	51	16	5.09
185	5	108	350.12	803	-	12.08	48	16	8.59
186	5	106	15.67	55	17	12.98	55	18	9.94
187	5	113	350.10	459	-	14.70	57	19	7.76
188	5	107	350.67	780	-	16.25	54	15	6.33
189	5	110	17.78	54	14	17.37	53	15	4.93
190	5	104	350.52	900	-	17.57	66	19	9.62
191	5	110	353.02	342	-	27.60	81	26	13.29
192	5	103	351.23	963	-	30.38	94	31	8.16
193	5	112	350.85	666	-	37.47	187	20	10.24
194	5	123	29.70	85	6	2.98	18	6	9.35
195	5	124	15.77	47	11	7.10	33	11	4.25
196	5	132	34.40	88	9	7.40	33	11	6.54
197	5	113	350.32	661	-	8.93	39	13	10.68
198	5	107	96.25	221	14	9.85	40	13	3.42
199	5	130	10.93	39	13	10.08	36	12	8.41
200	5	113	351.57	977	-	11.50	46	15	13.02
201	5	136	13.20	42	14	12.22	45	15	16.69
202	5	114	352.78	809	-	14.03	49	16	10.65
203	5	128	25.57	68	20	15.57	56	16	15.01
204	5	136	29.53	77	15	16.50	47	15	10.25
205	5	119	351.32	769	-	19.43	61	18	10.40
206	5	132	350.05	479	-	21.04	77	25	17.36
207	5	129	352.05	552	-	22.37	72	24	9.94
208	5	111	350.83	549	-	25.92	80	19	9.77
209	5	129	24.27	70	23	27.09	105	24	14.99
210	5	112	14.50	47	15	28.09	88	13	5.17
211	5	135	351.02	670	-	32.46	100	18	13.60
212	5	136	351.03	418	-	39.16	111	36	30.89
213	6	106	10.98	39	13	6.27	33	11	2.96
214	6	115	19.73	50	12	6.63	27	9	2.46
215	6	101	9.73	43	13	6.78	39	13	3.22
216	6	113	8.68	36	12	6.87	36	12	3.95
217	6	113	4.50	21	7	7.53	36	12	2.36
218	6	113	20.87	58	15	9.10	39	13	4.85
219	6	112	11.73	43	14	9.48	43	13	8.50
220	6	106	350.40	930	-	10.48	48	16	4.97
221	6	108	15.50	54	17	10.90	48	16	3.46
222	6	108	35.70	115	19	11.92	47	13	4.17
223	6	116	350.03	590	-	13.92	54	18	8.74
224	6	103	18.10	64	21	14.33	63	21	7.28
225	6	106	14.40	54	16	15.22	62	16	7.35

Prob Num	Goals	Initial State	Base-level NoLIMIT (without analogy)			Analogical NoLIMIT PRODIGY/ANALOGY			
			Search Time	Nodes	Sol Length	Replay Time	Nodes	Sol Length	Retrieval Time
226	6	115	78.18	130	38	24.09	90	30	17.82
227	6	102	30.57	86	28	24.75	93	31	11.11
228	6	104	39.70	119	29	25.93	95	31	9.00
229	6	112	351.70	294	-	33.00	101	32	19.15
230	6	112	350.30	603	-	34.70	117	21	8.36
231	6	131	3.35	18	6	3.48	18	6	0.90
232	6	112	10.92	40	9	4.65	27	9	1.49
233	6	119	8.02	33	11	4.77	27	9	2.52
234	6	113	5.83	28	9	6.32	30	10	2.41
235	6	114	293.87	563	14	6.45	30	10	3.67
236	6	124	10.48	39	13	7.68	36	12	11.61
237	6	123	19.37	52	16	9.27	39	13	4.60
238	6	118	27.18	73	16	9.92	45	15	9.60
239	6	114	31.07	79	24	10.07	48	16	11.04
240	6	116	350.82	718	-	11.87	54	18	5.69
241	6	127	350.62	547	-	14.37	51	17	14.87
242	6	123	23.77	62	18	16.38	63	16	2.96
243	6	120	49.08	102	31	29.97	84	27	14.69
244	6	123	350.85	682	-	33.33	67	20	4.15
245	6	109	82.03	127	41	37.04	111	36	17.39
246	6	122	350.18	463	-	44.78	128	20	8.61
247	6	123	352.00	336	-	47.99	109	35	15.32
248	6	122	350.10	462	-	73.82	173	28	13.79
249	6	123	351.00	624	-	110.51	333	18	8.15
250	6	115	9.28	34	10	6.07	30	10	1.27
251	6	144	350.87	431	-	6.78	27	9	5.54
252	6	128	350.97	423	-	9.02	39	13	5.90
253	6	125	350.57	302	-	9.63	42	14	9.84
254	6	148	350.37	260	-	13.97	45	15	17.67
255	6	120	24.48	69	19	17.07	58	19	6.96
256	6	122	29.25	72	19	18.13	37	12	7.51
257	6	129	352.32	516	-	20.70	61	20	8.54
258	6	118	350.97	376	-	24.35	74	24	9.09
259	6	140	350.37	285	-	25.17	69	22	12.56
260	6	140	352.15	243	-	26.00	66	22	16.62
261	6	141	352.73	164	-	26.73	84	28	20.59
262	6	128	351.20	522	-	30.20	61	20	11.79
263	6	125	352.52	543	-	51.86	142	26	10.91
264	6	145	353.42	227	-	60.12	84	28	34.31
265	6	130	350.72	235	-	90.10	193	33	21.89
266	6	135	355.10	161	-	96.45	178	38	31.91
267	7	108	14.78	49	8	4.62	24	8	2.40
268	7	104	13.23	48	10	4.98	30	10	2.58
269	7	109	6.63	31	10	5.58	30	10	3.36
270	7	108	16.75	60	14	7.98	39	13	7.66

Prob Num	Goals	Initial State	Base-level NO LIMIT (without analogy)			Analogical NO LIMIT PRODIGY/ANALOGY			
			Search Time	Nodes	Sol Length	Replay Time	Nodes	Sol Length	Retrieval Time
271	7	104	108.83	197	16	8.65	39	13	4.25
272	7	115	74.85	130	17	9.68	42	14	6.70
273	7	109	10.93	44	14	9.80	46	15	9.65
274	7	109	351.25	544	-	10.28	42	14	8.96
275	7	101	48.30	136	13	13.10	59	14	2.16
276	7	107	350.15	889	-	15.13	57	19	8.15
277	7	105	34.82	92	22	20.57	67	21	13.15
278	7	107	350.73	446	-	21.17	72	24	7.68
279	7	105	351.50	669	-	29.77	111	35	6.42
280	7	113	352.97	392	-	32.22	102	25	10.20
281	7	111	352.60	442	-	40.64	144	29	11.86
282	7	112	352.57	318	-	169.77	343	40	17.12
283	7	104	10.25	42	12	3.20	21	7	1.90
284	7	105	12.73	46	11	3.28	21	7	1.08
285	7	104	4.08	21	7	3.53	21	7	2.21
286	7	100	5.47	27	9	4.68	27	9	1.55
287	7	106	9.52	37	9	4.88	27	9	1.35
288	7	104	10.38	39	9	4.98	30	10	2.28
289	7	105	8.73	36	10	5.28	30	10	1.14
290	7	102	8.00	34	10	5.87	33	11	3.74
291	7	105	11.62	51	15	6.15	33	11	1.17
292	7	100	5.95	30	10	6.60	33	11	1.80
293	7	103	6.65	31	10	6.98	36	10	2.76
294	7	100	11.52	49	15	7.13	39	13	2.75
295	7	101	13.08	53	15	7.63	39	13	2.54
296	7	105	19.78	58	14	8.50	39	13	3.24
297	7	100	8.12	35	11	8.90	40	13	1.91
298	7	103	25.48	76	15	9.93	48	16	4.90
299	7	103	352.03	699	-	14.98	63	21	11.57
300	7	103	96.03	200	21	15.45	63	21	9.61
301	7	108	350.05	595	-	15.97	49	16	8.25
302	7	104	353.25	559	-	28.50	98	23	8.00
303	7	114	21.13	55	11	4.40	24	8	1.12
304	7	116	15.33	46	12	5.05	27	9	2.31
305	7	113	7.73	31	10	5.78	30	10	2.04
306	7	109	274.62	535	21	13.72	52	17	6.68
307	7	111	10.12	38	12	13.87	54	14	4.30
308	7	116	351.63	628	-	15.57	57	19	11.28
309	7	109	351.77	479	-	17.33	55	16	6.10
310	7	116	350.63	506	-	17.80	66	22	9.89
311	7	105	350.13	787	-	23.10	75	25	6.53
312	7	111	350.52	789	-	26.82	93	31	15.95
313	7	113	68.71	122	26	26.95	76	25	7.85
314	7	108	29.25	89	29	27.82	93	31	11.19
315	7	116	351.63	311	-	31.83	85	26	9.76

Prob Num	Goals	Initial State	Base-level NoLIMIT (without analogy)			Analogical NoLIMIT PRODIGY/ANALOGY			
			Search Time	Nodes	Sol Length	Replay Time	Nodes	Sol Length	Retrieval Time
316	7	107	45.82	106	34	34.57	101	31	10.84
317	7	113	358.32	298	-	39.08	113	36	14.63
318	7	111	121.35	281	30	61.58	174	23	8.46
319	7	120	352.60	271	-	88.16	165	36	21.26
320	7	114	353.03	505	-	126.35	224	29	13.88
321	8	101	10.23	41	10	4.48	27	9	0.91
322	8	100	9.25	43	14	9.78	47	15	1.54
323	8	104	350.27	749	-	14.85	57	17	3.56
324	8	106	30.40	87	25	19.70	72	24	10.29
325	8	112	76.92	143	18	19.72	65	17	7.91
326	8	110	350.50	548	-	22.21	83	27	16.75
327	8	110	350.45	753	-	24.70	87	28	5.91
328	8	108	350.77	978	-	24.75	85	28	5.74
329	8	110	350.90	647	-	25.58	89	28	12.57
330	8	103	350.42	794	-	28.22	88	29	8.26
331	8	109	350.50	481	-	28.56	103	34	13.60
332	8	110	350.10	572	-	28.67	115	28	14.59
333	8	112	351.28	437	-	33.34	112	31	12.76
334	8	104	42.40	109	35	33.78	112	37	9.84
335	8	105	352.48	532	-	48.39	172	36	10.01
336	8	102	9.52	45	15	5.63	33	11	1.99
337	8	111	24.70	64	14	5.65	30	10	2.37
338	8	106	16.53	55	14	7.02	36	11	3.29
339	8	106	350.30	973	-	9.37	42	14	3.90
340	8	109	23.22	67	14	13.18	40	13	2.50
341	8	123	352.63	367	-	17.27	57	19	13.73
342	8	121	350.78	792	-	20.13	69	23	16.08
343	8	114	350.67	631	-	20.85	63	12	3.51
344	8	120	350.10	638	-	21.10	93	31	23.39
345	8	109	352.37	493	-	24.82	71	23	9.69
346	8	106	352.48	399	-	25.20	82	27	5.69
347	8	113	351.33	445	-	26.09	102	34	15.61
348	8	117	351.03	419	-	27.09	92	30	13.39
349	8	111	350.77	776	-	34.63	103	17	6.01
350	8	109	350.58	764	-	45.75	166	24	13.29
351	8	109	350.25	656	-	53.85	152	27	11.07
352	8	109	352.88	648	-	55.17	150	46	15.49
353	8	106	350.97	512	-	66.68	187	31	12.59
354	8	102	12.75	48	15	10.28	45	15	4.37
355	8	111	353.85	565	-	10.78	48	16	6.84
356	8	111	22.03	63	18	12.68	51	17	3.54
357	8	119	350.93	409	-	13.08	51	17	8.75
358	8	119	351.53	640	-	14.45	48	16	7.90
359	8	109	17.53	56	17	15.05	61	20	10.18
360	8	107	351.23	579	-	21.95	81	27	12.27



Prob Num	Goals	Initial State	Base-level NoLIMIT (without analogy)			Analogical NoLIMIT PRODIGY/ANALOGY			
			Search Time	Nodes	Sol Length	Replay Time	Nodes	Sol Length	Retrieval Time
361	8	119	352.57	247	-	22.08	60	20	9.69
362	8	109	351.48	440	-	22.17	68	22	10.15
363	8	116	352.42	369	-	22.80	69	23	14.39
364	8	114	350.70	454	-	23.46	74	24	14.64
365	8	121	355.32	238	-	25.78	55	18	10.69
366	8	115	351.85	409	-	26.90	88	29	16.01
367	8	111	350.30	551	-	31.85	99	32	17.32
368	8	121	350.48	407	-	34.30	96	32	15.68
369	8	113	351.72	451	-	34.87	102	33	15.65
370	8	114	352.25	337	-	43.89	103	34	13.00
371	8	108	350.23	402	-	86.47	177	53	20.99
372	8	122	354.07	234	-	117.22	130	30	11.34
373	8	112	353.32	389	-	122.84	269	46	19.94
374	9	112	350.40	835	-	10.83	48	16	11.09
375	9	106	45.03	110	17	12.05	48	16	3.69
376	9	114	350.08	568	-	15.33	57	19	9.71
377	9	122	352.00	446	-	16.66	75	25	23.65
378	9	108	287.85	878	18	17.75	58	17	7.45
379	9	104	21.50	74	24	19.42	76	25	10.82
380	9	122	29.45	90	27	19.90	67	22	15.45
381	9	110	352.70	525	-	20.30	69	23	12.98
382	9	108	350.08	372	-	24.06	93	30	16.48
383	9	106	350.10	584	-	26.05	80	26	9.36
384	9	118	354.15	738	-	27.66	117	39	24.27
385	9	116	350.42	490	-	27.99	98	30	20.82
386	9	106	350.60	562	-	29.25	84	28	7.24
387	9	113	350.17	509	-	30.23	112	31	15.33
388	9	114	350.25	381	-	51.59	141	47	30.30
389	9	112	350.15	900	-	117.78	332	32	20.48
390	9	110	28.38	73	16	9.93	39	13	5.96
391	9	118	204.35	328	23	16.52	66	22	11.99
392	9	125	351.45	391	-	18.37	64	21	15.40
393	9	113	350.73	573	-	21.55	84	28	18.06
394	9	125	350.05	418	-	22.37	67	22	15.75
395	9	119	351.42	631	-	25.39	85	26	27.46
396	9	130	350.12	294	-	31.19	95	31	15.64
397	9	119	355.38	314	-	34.73	91	30	10.86
398	9	112	351.65	422	-	35.83	73	21	5.05
399	9	130	350.77	509	-	36.74	122	38	21.41
400	9	110	351.27	398	-	49.79	147	39	22.08
401	9	113	350.60	382	-	62.56	129	40	18.66
402	9	107	350.52	371	-	124.62	247	41	24.02
403	9	118	351.83	387	-	146.79	227	45	32.21
404	9	103	6.70	33	11	6.47	33	11	1.99
405	9	108	100.26	177	14	9.40	39	13	3.60

Prob Num	Goals	Initial State	Base-level NO LIMIT (without analogy)			Analogical NO LIMIT PRODIGY/ANALOGY			
			Search Time	Nodes	Sol Length	Replay Time	Nodes	Sol Length	Retrieval Time
406	9	112	20.17	65	21	10.07	45	15	4.51
407	9	109	14.27	46	15	17.37	52	17	6.68
408	9	113	351.55	383	-	17.42	55	18	8.61
409	9	119	350.63	891	-	18.03	73	22	19.35
410	9	122	350.87	400	-	23.60	66	21	11.20
411	9	109	351.83	575	-	25.97	81	26	9.01
412	9	120	350.37	739	-	29.50	96	32	26.81
413	9	108	351.85	537	-	29.72	82	27	7.18
414	9	110	350.72	417	-	30.33	76	25	13.61
415	9	108	97.92	171	35	32.01	105	32	12.84
416	9	119	352.78	325	-	33.64	97	31	20.14
417	9	110	351.35	391	-	36.72	119	34	18.80
418	9	120	351.17	628	-	37.76	120	31	13.05
419	9	109	350.23	264	-	39.56	107	35	15.78
420	9	118	152.34	194	40	48.96	143	34	26.12
421	9	116	350.18	455	-	74.61	154	43	24.62
422	9	115	350.48	290	-	80.98	141	46	26.61
423	9	125	352.33	255	-	88.36	148	37	27.56
424	1	131	33.23	105	8	5.12	24	8	3.53
425	1	129	13.59	47	8	8.37	25	8	3.24
426	1	152	10.25	29	8	8.47	27	7	2.62
427	1	156	9.87	28	8	8.62	25	8	4.44
428	1	121	9.95	35	9	5.12	27	9	6.73
429	1	121	10.96	39	7	7.42	22	7	2.24
430	2	138	8.69	31	6	5.65	18	6	3.47
431	2	149	32.43	86	10	5.85	24	8	6.78
432	2	151	12.47	32	8	6.12	24	8	9.38
433	2	113	41.57	81	14	7.55	33	11	5.14
434	2	139	14.79	46	13	7.83	36	12	8.56
435	2	131	7.32	27	9	8.20	31	10	3.15
436	2	126	7.70	27	7	8.37	21	7	2.66
437	2	137	35.24	74	19	9.60	39	13	11.19
438	2	141	16.75	44	14	9.88	39	13	5.71
439	2	123	9.30	33	11	11.79	46	10	3.45
440	2	161	19.78	57	9	13.80	30	8	2.81
441	2	148	16.31	47	8	14.60	44	8	3.17
442	2	149	71.53	89	23	35.27	71	17	10.49
443	2	125	64.11	115	9	3.23	21	7	10.01
444	2	120	66.83	132	7	3.33	21	7	6.45
445	2	111	6.97	31	10	3.65	21	7	2.64
446	2	109	23.58	95	11	3.93	24	8	2.41
447	2	116	42.29	112	13	7.28	39	13	6.21
448	2	112	20.26	86	10	8.08	31	10	5.14
449	2	109	350.47	785	-	10.50	34	11	7.01
450	2	106	17.33	67	16	11.62	50	15	4.00

Prob Num	Goals	Initial State	Base-level NoLIMIT (without analogy)			Analogical NoLIMIT PRODIGY/ANALOGY			
			Search Time	Nodes	Sol Length	Replay Time	Nodes	Sol Length	Retrieval Time
451	2	106	35.23	115	11	12.50	52	11	2.25
452	2	118	43.58	130	16	17.23	72	16	8.98
453	2	116	68.94	141	19	17.55	58	15	8.54
454	2	103	31.36	100	20	18.48	78	19	8.69
455	2	108	66.30	150	11	39.66	197	11	2.72
456	3	137	5.50	24	8	3.07	18	6	2.51
457	3	130	13.27	39	6	3.43	18	6	2.55
458	3	138	6.97	25	8	4.77	24	8	2.49
459	3	128	11.83	41	11	7.48	28	9	3.78
460	3	117	122.78	396	15	7.50	34	11	6.31
461	3	136	336.73	520	15	8.60	27	9	7.30
462	3	135	350.95	409	-	9.65	39	13	10.69
463	3	147	350.77	534	-	10.15	42	14	11.65
464	3	125	89.92	322	13	10.40	40	13	7.12
465	3	144	351.60	503	-	11.12	36	12	17.60
466	3	124	13.15	42	13	11.27	40	13	6.01
467	3	141	19.18	54	16	12.17	48	16	10.43
468	3	145	350.58	342	-	13.25	51	17	19.28
469	3	128	12.58	40	13	15.60	43	13	7.64
470	3	134	193.22	286	19	19.08	60	20	15.02
471	3	127	15.92	45	14	25.52	74	20	14.30
472	3	111	8.20	34	8	3.75	24	8	1.50
473	3	113	15.78	46	10	5.77	27	9	5.77
474	3	114	7.73	36	11	6.15	27	8	3.42
475	3	114	10.78	36	12	7.98	39	13	7.97
476	3	126	350.82	537	-	9.60	42	14	12.29
477	3	107	281.45	831	16	10.05	46	15	7.87
478	3	107	350.27	1054	-	11.88	48	14	3.19
479	3	115	350.67	645	-	12.20	54	18	10.35
480	3	120	350.77	741	-	13.58	43	14	8.66
481	3	114	65.26	147	18	16.58	62	18	12.06
482	3	120	350.18	918	-	18.52	50	11	9.84
483	3	126	351.27	460	-	19.87	47	15	11.53
484	3	113	351.23	898	-	129.39	441	24	12.30
485	4	123	14.20	43	12	5.58	27	9	2.93
486	4	130	350.27	446	-	6.32	30	10	5.22
487	4	150	351.25	523	-	6.38	27	9	14.50
488	4	131	350.85	526	-	8.28	36	12	6.87
489	4	141	350.87	388	-	8.53	36	12	11.82
490	4	139	350.45	604	-	9.18	36	12	9.44
491	4	119	13.47	46	15	9.60	45	15	6.35
492	4	139	60.48	175	10	10.15	31	10	10.28
493	4	130	23.23	63	16	13.67	47	15	6.43
494	4	143	351.62	435	-	14.00	43	14	9.00
495	4	133	16.63	52	17	15.13	56	18	10.55

Prob Num	Goals	Initial State	Base-level NoLIMIT (without analogy)			Analogical NoLIMIT PRODIGY/ANALOGY			
			Search Time	Nodes	Sol Length	Replay Time	Nodes	Sol Length	Retrieval Time
496	4	156	350.20	413	-	15.85	42	14	14.30
497	4	124	17.43	47	15	15.88	54	15	4.74
498	4	139	350.92	411	-	16.35	57	19	19.18
499	4	139	26.48	58	18	23.21	69	18	8.75
500	4	146	296.83	295	33	26.39	62	20	17.82
501	4	153	110.40	116	28	46.33	97	29	19.36
502	4	122	25.15	64	19	5.37	27	9	4.20
503	4	131	9.33	34	9	5.58	27	9	7.42
504	4	134	10.02	34	8	6.17	24	8	5.25
505	4	139	350.25	361	-	6.40	27	9	7.74
506	4	132	351.02	348	-	12.25	45	15	4.90
507	4	117	40.00	92	16	12.27	56	13	4.91
508	4	134	350.68	339	-	12.85	45	15	14.23
509	4	150	351.00	249	-	16.92	54	18	22.05
510	4	144	350.47	369	-	18.45	57	19	15.82
511	4	133	353.02	313	-	22.47	63	18	16.11
512	4	134	350.77	379	-	25.08	71	23	15.54
513	4	131	118.53	247	21	25.32	86	24	14.52
514	4	119	350.62	402	-	27.27	87	27	15.51
515	4	131	351.97	297	-	32.55	87	29	18.49
516	4	148	351.77	279	-	45.97	133	32	10.39
517	4	130	353.83	272	-	47.58	122	22	15.77
518	4	158	353.65	235	-	100.05	202	26	12.83
519	5	108	6.97	30	8	4.48	24	8	1.24
520	5	114	7.62	28	6	5.03	24	8	2.70
521	5	124	351.70	485	-	7.02	33	11	5.79
522	5	140	351.47	456	-	9.45	39	13	9.59
523	5	125	114.33	227	19	9.55	44	11	11.49
524	5	119	350.58	440	-	11.27	51	17	7.59
525	5	151	24.97	62	14	13.52	45	15	6.76
526	5	127	350.63	700	-	15.23	58	19	11.37
527	5	167	28.05	58	17	15.75	48	16	14.00
528	5	138	350.47	496	-	16.94	66	22	22.75
529	5	118	352.85	521	-	19.98	101	27	18.00
530	5	145	351.50	453	-	24.11	80	26	26.20
531	5	154	351.30	296	-	26.71	74	20	13.73
532	5	142	352.15	427	-	29.19	94	26	16.59
533	5	123	350.90	460	-	30.30	82	27	10.29
534	5	116	6.32	27	8	4.42	24	8	4.26
535	5	110	10.58	46	15	6.10	33	11	4.65
536	5	103	13.87	55	14	6.15	33	11	3.01
537	5	110	10.85	40	8	6.98	24	8	2.49
538	5	118	15.88	53	13	7.50	36	12	10.91
539	5	117	350.32	582	-	8.13	39	13	7.39
540	5	127	5.23	21	7	8.43	21	7	3.31

Prob Num	Goals	Initial State	Base-level NO LIMIT (without analogy)			Analogical NO LIMIT PRODIGY/ANALOGY			
			Search Time	Nodes	Sol Length	Replay Time	Nodes	Sol Length	Retrieval Time
541	5	110	350.98	704	-	8.88	36	12	4.73
542	5	115	351.50	655	10	9.37	30	10	5.28
543	5	107	28.15	77	17	9.38	37	12	3.45
544	5	102	68.64	164	17	9.88	51	17	5.10
545	5	107	350.62	568	-	13.15	54	16	16.88
546	5	113	14.77	50	14	15.08	44	14	7.65
547	5	115	351.32	523	-	15.48	60	20	12.08
548	5	123	351.17	550	-	21.92	55	18	12.85
549	5	117	44.03	88	20	23.08	61	20	12.00
550	5	113	29.08	76	25	27.67	74	24	12.21
551	5	113	351.27	1012	-	39.95	109	20	8.40
552	6	100	4.72	22	7	2.97	21	7	1.69
553	6	101	10.47	50	14	3.00	21	7	1.64
554	6	102	8.03	34	8	3.78	24	8	1.09
555	6	109	120.79	273	9	4.25	27	9	4.22
556	6	107	48.10	134	10	5.48	30	10	3.49
557	6	110	14.45	51	13	6.07	33	11	2.65
558	6	107	10.68	42	14	7.43	39	13	5.87
559	6	106	350.73	561	-	8.93	42	14	5.57
560	6	112	23.33	72	24	10.70	51	17	5.85
561	6	108	351.92	516	-	12.55	54	18	12.36
562	6	107	10.13	38	12	12.72	52	12	3.44
563	6	109	75.73	177	18	14.85	52	17	7.16
564	6	113	350.60	664	-	15.53	63	21	14.55
565	6	106	350.25	860	-	34.44	164	14	5.30
566	6	110	45.80	134	18	41.74	167	20	7.57
567	6	111	350.92	414	-	49.78	165	31	15.95
568	6	111	351.35	680	-	50.17	188	19	9.80
569	6	108	351.92	604	-	94.71	274	19	7.15
570	6	113	25.70	66	10	3.72	21	7	1.08
571	6	111	19.83	58	11	3.87	21	7	2.33
572	6	106	8.22	34	11	4.22	24	8	1.76
573	6	108	351.23	730	-	6.92	36	12	3.21
574	6	107	17.07	59	16	9.00	42	14	5.44
575	6	108	70.07	151	15	10.62	46	14	5.99
576	6	110	162.50	293	15	10.63	45	15	5.11
577	6	113	350.75	672	-	10.67	42	14	7.02
578	6	107	28.07	88	20	13.20	57	19	7.05
579	6	119	350.77	493	-	14.77	57	19	11.80
580	6	121	351.13	299	-	15.97	57	19	10.61
581	6	109	19.77	64	17	16.24	58	16	3.81
582	6	105	353.42	623	-	17.95	69	20	4.46
583	6	117	352.45	558	-	20.88	68	16	4.05
584	6	117	350.08	510	-	27.41	93	20	14.27
585	6	107	351.50	417	-	33.67	119	39	14.74

Prob Num	Goals	Initial State	Base-level NoLIMIT (without analogy)			Analogical NoLIMIT PRODIGY/ANALOGY			
			Search Time	Nodes	Sol Length	Replay Time	Nodes	Sol Length	Retrieval Time
586	6	117	351.92	342	-	78.20	157	25	10.66
587	7	105	12.73	49	16	5.33	30	10	2.26
588	7	100	7.07	34	11	5.83	33	11	1.50
589	7	101	6.90	32	10	6.13	38	10	1.56
590	7	105	11.33	45	15	6.58	33	11	4.07
591	7	102	9.30	42	14	10.00	45	14	2.25
592	7	107	213.70	775	16	10.67	54	18	9.40
593	7	109	81.35	242	19	11.65	51	17	10.34
594	7	104	352.00	1075	-	14.88	61	20	9.00
595	7	111	351.70	414	-	17.03	63	21	10.70
596	7	111	350.08	708	-	18.57	63	21	9.24
597	7	103	29.47	102	26	20.17	73	24	6.07
598	7	109	23.55	71	22	23.57	65	21	9.37
599	7	106	38.20	100	31	37.35	97	31	13.77
600	7	107	350.42	418	-	37.51	114	37	18.60
601	7	103	51.73	125	38	47.53	110	35	6.90
602	7	112	5.72	27	9	5.30	27	9	1.71
603	7	106	17.85	57	14	5.60	30	10	1.92
604	7	110	48.87	116	14	6.73	33	11	3.87
605	7	106	19.70	65	17	8.83	39	13	4.20
606	7	112	13.50	46	13	10.83	40	13	6.15
607	7	116	150.94	309	15	11.15	46	15	8.77
608	7	113	25.00	75	17	11.23	54	18	11.76
609	7	105	351.37	660	-	15.52	58	19	6.01
610	7	109	350.08	847	-	15.93	63	20	11.79
611	7	110	350.07	602	-	16.75	61	20	11.61
612	7	119	351.67	654	-	17.02	78	26	25.85
613	7	113	350.63	516	-	18.12	72	24	14.76
614	7	113	350.62	486	-	18.27	58	19	7.13
615	7	114	350.12	530	-	20.62	69	23	9.29
616	7	114	22.25	62	18	21.82	61	20	8.12
617	7	104	51.28	120	38	32.03	117	38	11.32
618	8	104	6.87	33	11	6.08	33	11	4.00
619	8	114	11.88	40	12	7.48	33	11	2.15
620	8	115	75.75	111	23	8.52	39	13	3.52
621	8	107	12.67	47	14	12.60	46	14	3.87
622	8	109	19.03	55	18	13.88	51	17	3.70
623	8	112	22.63	62	17	14.95	54	18	3.64
624	8	115	351.95	581	-	19.23	66	22	10.71
625	8	110	14.13	49	14	21.50	76	17	3.03
626	8	111	352.33	467	-	22.05	71	18	11.02
627	8	108	350.97	398	-	24.02	67	22	9.16
628	8	115	350.38	399	-	29.87	82	22	13.57
629	8	118	350.20	469	-	30.53	74	24	12.82
630	8	110	353.10	563	-	34.95	117	28	13.07

Prob Num	Goals	Initial State	Base-level NoLIMIT (without analogy)			Analogical NoLIMIT PRODIGY/ANALOGY			
			Search Time	Nodes	Sol Length	Replay Time	Nodes	Sol Length	Retrieval Time
676	9	115	34.07	73	11	11.13	33	11	2.92
677	9	114	300.73	773	18	11.95	51	17	8.15
678	9	105	208.70	491	18	14.38	51	17	7.44
679	9	120	350.25	490	-	16.60	57	19	9.60
680	9	116	350.13	338	-	19.00	60	20	10.21
681	9	109	111.63	217	30	21.55	90	30	18.94
682	9	116	352.80	269	-	24.34	73	24	15.34
683	9	105	32.48	88	29	28.57	91	30	9.07
684	9	113	356.68	315	-	31.84	84	28	15.29
685	9	110	350.07	506	-	34.27	89	24	8.61
686	9	117	352.62	248	-	44.03	105	35	25.36
687	9	112	351.58	403	-	44.25	121	37	18.70
688	9	126	352.33	233	-	49.40	113	29	29.14
689	9	115	352.18	226	-	53.52	126	36	17.79
690	9	109	351.55	448	-	54.74	126	40	20.00
691	9	110	355.18	332	-	57.04	139	45	18.91
692	9	122	351.08	194	-	90.12	147	35	24.87
693	9	119	353.23	220	-	110.21	181	42	18.08
694	9	119	351.58	393	-	128.46	249	37	20.91
695	10	106	13.28	45	10	3.28	21	7	0.87
696	10	102	5.07	27	9	4.05	24	8	2.17
697	10	104	6.62	33	11	6.07	33	11	1.08
698	10	102	26.15	82	15	14.67	56	16	5.05
699	10	105	352.40	557	-	14.68	60	20	3.67
700	10	107	355.80	449	-	17.70	67	22	5.34
701	10	105	350.22	463	-	18.78	66	22	7.39
702	10	106	351.98	398	-	21.58	69	23	7.76
703	10	112	351.85	364	-	23.98	81	27	13.84
704	10	110	352.85	479	-	27.94	114	38	13.39
705	10	111	350.22	459	-	28.75	109	35	16.54
706	10	111	354.40	590	-	30.63	74	23	9.31
707	10	108	351.75	432	-	35.60	116	37	17.04
708	10	111	41.00	90	24	35.90	88	21	6.50
709	10	103	280.03	601	25	36.68	103	24	3.35
710	10	111	351.02	310	-	40.36	107	32	12.41
711	10	108	355.47	366	-	42.91	123	38	16.50
712	10	115	350.48	432	-	51.86	128	42	27.73
713	10	108	350.23	311	-	59.19	129	41	20.20
714	10	110	314.81	249	31	70.79	158	33	12.44
715	10	107	13.27	49	16	14.80	47	15	5.53
716	10	110	350.92	549	-	15.83	52	17	8.00
717	10	108	27.62	73	22	19.23	66	22	8.11
718	10	102	91.92	172	22	21.17	73	24	7.89
719	10	107	21.05	70	23	28.38	76	23	3.94
720	10	117	350.07	365	-	28.91	57	19	9.73

Prob Num	Goals	Initial State	Base-level NO LIMIT (without analogy)			Analogical NO LIMIT PRODIGY/ANALOGY			
			Search Time	Nodes	Sol Length	Replay Time	Nodes	Sol Length	Retrieval Time
631	8	106	96.66	219	20	38.83	137	18	3.01
632	8	119	351.95	208	-	42.38	89	29	20.11
633	8	111	350.35	422	-	117.91	341	35	13.51
634	8	111	350.17	642	-	220.06	507	26	9.09
635	8	107	15.42	52	11	3.42	21	7	1.19
636	8	112	37.15	86	16	5.88	30	10	2.49
637	8	104	13.97	46	13	6.00	36	12	4.28
638	8	123	351.63	375	-	8.73	39	13	11.19
639	8	104	11.83	45	15	9.58	45	15	3.33
640	8	107	350.65	705	-	11.57	54	18	6.28
641	8	107	351.12	709	-	13.55	60	20	11.57
642	8	106	112.30	218	16	13.72	56	15	5.62
643	8	106	350.85	656	-	13.97	54	18	7.20
644	8	120	351.38	306	-	23.56	76	25	14.86
645	8	123	21.25	60	20	23.63	67	18	9.94
646	8	110	352.08	654	-	25.20	96	31	19.80
647	8	111	352.63	416	-	26.26	90	29	12.15
648	8	117	350.82	375	-	26.30	73	24	15.06
649	8	102	44.57	118	23	26.72	76	25	10.23
650	8	116	351.12	366	-	27.25	71	20	14.65
651	8	114	352.20	706	-	31.98	98	32	26.52
652	8	113	350.07	382	-	34.34	114	37	24.80
653	8	118	351.85	384	-	44.19	88	18	6.12
654	8	113	136.52	183	35	50.89	140	35	17.41
655	9	105	17.87	56	12	5.02	27	9	1.89
656	9	104	10.03	43	12	7.88	33	11	2.14
657	9	106	52.95	158	17	11.18	54	18	6.19
658	9	108	350.07	669	-	11.50	51	17	5.04
659	9	102	12.27	49	16	13.23	52	17	4.89
660	9	117	350.27	815	-	15.68	60	16	5.49
661	9	120	107.64	203	15	16.70	55	18	4.46
662	9	115	353.42	514	-	19.23	69	20	13.11
663	9	109	30.40	106	20	25.93	84	19	9.39
664	9	109	350.27	480	-	26.57	84	28	11.10
665	9	105	48.25	114	35	28.32	99	33	9.66
666	9	109	351.60	358	-	29.25	82	27	11.04
667	9	108	38.62	107	33	30.34	103	33	14.40
668	9	117	351.32	489	-	30.39	97	32	21.51
669	9	108	350.25	496	-	33.54	122	40	20.16
670	9	109	350.17	393	-	38.74	115	38	26.61
671	9	110	350.63	432	-	51.89	122	29	12.14
672	9	122	350.90	248	-	63.21	137	36	26.84
673	9	115	350.98	408	-	69.11	167	40	17.52
674	9	123	351.30	374	-	104.97	196	36	29.31
675	9	111	35.65	106	18	10.12	48	16	7.87



Prob Num	Goals	Initial State	Base-level NOLIMIT (without analogy)			Analogical NOLIMIT PRODIGY/ANALOGY			
			Search Time	Nodes	Sol Length	Replay Time	Nodes	Sol Length	Retrieval Time
721	10	110	350.37	399	-	30.83	105	27	9.45
722	10	105	351.70	592	-	31.60	114	37	15.81
723	10	114	351.98	309	-	36.62	107	31	18.58
724	10	113	350.83	417	-	37.01	104	27	8.25
725	10	113	351.62	355	-	37.76	115	30	16.66
726	10	119	353.62	214	-	55.59	115	37	31.19
727	10	111	351.20	325	-	55.79	137	42	28.54
728	10	111	351.80	307	-	69.34	138	45	27.55
729	10	119	352.32	160	-	71.80	127	42	26.41
730	10	113	350.82	313	-	73.62	143	32	20.84
731	10	110	352.95	218	-	77.44	160	36	16.60
732	10	104	352.73	465	-	110.46	233	46	15.48
733	10	116	353.62	324	-	168.34	238	47	31.72
734	10	120	353.67	202	-	206.73	257	51	34.14
735	10	101	8.48	36	11	5.80	33	11	3.81
736	10	101	12.48	51	16	11.75	51	17	9.16
737	10	104	181.59	309	20	12.47	54	18	11.59
738	10	106	355.17	554	-	14.63	60	20	11.94
739	10	115	31.48	74	20	21.82	54	18	8.77
740	10	124	350.22	544	-	23.73	68	17	13.40
741	10	101	86.04	190	27	25.65	87	27	8.73
742	10	115	47.18	103	27	26.10	84	26	15.71
743	10	109	350.52	516	-	29.32	82	20	5.54
744	10	109	350.35	834	-	30.09	117	38	19.14
745	10	106	351.58	690	-	30.27	107	35	12.62
746	10	117	351.72	324	-	30.90	95	31	18.20
747	10	112	351.00	422	-	34.14	108	36	24.89
748	10	121	351.23	316	-	39.65	114	37	20.33
749	10	117	351.78	405	-	50.47	126	41	30.42
750	10	115	350.98	447	-	53.56	158	38	21.37
751	10	114	350.03	312	-	54.94	132	40	22.86
752	10	113	350.18	476	-	65.60	146	46	35.66
753	10	114	352.55	476	-	70.01	163	50	27.63
754	10	109	365.05	332	-	77.01	174	42	20.18
755	10	112	5.58	27	9	5.37	27	9	1.54
756	10	102	15.47	56	16	11.82	42	14	4.29
757	10	103	18.07	68	21	17.52	67	19	4.02
758	10	117	350.65	505	-	25.00	72	24	13.69
759	10	123	352.72	428	-	26.24	75	24	26.34
760	10	121	351.90	419	-	28.71	94	29	17.80
761	10	109	350.48	493	-	29.27	93	29	10.84
762	10	115	353.85	343	-	32.53	81	24	10.50
763	10	115	351.15	436	-	33.46	102	33	23.41
764	10	108	353.28	329	-	36.99	105	34	16.31
765	10	106	351.53	464	-	40.84	136	31	13.20

Prob Num	Goals	Initial State	Base-level NoLIMIT (without analogy)			Analogical NoLIMIT PRODIGY/ANALOGY			
			Search Time	Nodes	Sol Length	Replay Time	Nodes	Sol Length	Retrieval Time
766	10	110	162.53	304	35	53.44	150	36	20.27
767	10	123	358.97	202	-	55.04	99	32	24.24
768	10	116	350.37	242	-	55.91	113	37	18.21
769	10	118	351.07	252	-	56.28	115	37	23.85
770	10	128	350.90	267	-	65.47	120	39	41.24
771	10	121	351.02	270	-	68.26	156	35	19.13
772	10	114	351.85	347	-	84.25	168	39	21.90
773	10	125	350.28	229	-	89.88	157	36	14.07
774	10	108	17.68	58	16	6.53	33	11	2.49
775	10	106	34.02	80	22	16.73	51	17	7.13
776	10	128	351.48	422	-	18.31	72	24	18.95
777	10	113	351.23	586	-	19.61	77	25	18.50
778	10	122	350.52	545	-	22.79	82	26	23.52
779	10	111	351.47	486	-	25.78	84	28	16.00
780	10	128	354.58	259	-	27.14	73	24	17.67
781	10	109	353.47	369	-	29.37	69	23	10.00
782	10	126	350.67	465	-	32.05	96	32	34.49
783	10	114	350.07	328	-	32.05	82	25	16.64
784	10	121	354.22	327	-	35.76	85	28	18.60
785	10	135	352.63	307	-	48.30	125	41	39.60
786	10	125	352.25	432	-	69.40	146	39	31.75
787	10	115	353.20	199	-	69.98	122	40	23.51
788	10	139	353.25	241	-	71.74	145	33	43.06
789	10	117	350.27	399	-	72.63	160	40	28.71
790	10	130	357.55	199	-	79.59	129	40	26.60
791	10	140	352.22	251	-	86.84	149	45	40.02
792	10	123	350.53	340	-	86.85	224	37	25.40
793	10	118	312.23	202	59	117.92	211	52	32.31
794	11	114	4.73	24	8	4.42	24	8	0.90
795	11	112	68.89	121	17	10.40	42	14	3.55
796	11	141	15.35	49	14	11.87	48	16	12.82
797	11	126	26.38	70	19	21.55	64	21	10.20
798	11	109	351.33	426	-	22.73	92	30	17.70
799	11	133	354.27	329	-	23.15	81	27	27.41
800	11	129	23.67	71	23	24.57	74	21	18.55
801	11	115	350.67	436	-	27.45	98	32	22.11
802	11	127	354.67	320	-	27.89	97	32	31.02
803	11	115	359.07	366	-	30.19	100	33	16.34
804	11	113	351.65	525	-	33.70	108	27	12.35
805	11	126	352.75	253	-	40.92	113	36	24.07
806	11	117	350.37	421	-	43.35	124	31	12.27
807	11	123	352.12	225	-	54.26	113	37	23.65
808	11	120	351.62	411	-	55.51	127	32	18.67
809	11	134	351.13	263	-	70.79	128	42	40.33
810	11	128	350.22	302	-	72.90	149	45	34.31

Prob Num	Goals	Initial State	Base-level NoLIMIT (without analogy)			Analogical NoLIMIT PRODIGY/ANALOGY			
			Search Time	Nodes	Sol Length	Replay Time	Nodes	Sol Length	Retrieval Time
811	11	124	357.95	152	-	82.45	142	43	40.65
812	12	105	6.82	33	11	5.55	30	10	2.00
813	12	111	19.30	60	20	15.90	60	20	5.60
814	12	124	351.53	274	-	29.61	94	29	17.73
815	12	115	55.15	95	31	31.18	81	27	7.51
816	12	141	350.92	322	-	32.69	94	31	23.11
817	12	130	351.10	188	-	38.60	93	27	19.85
818	12	149	351.95	216	-	38.86	103	34	31.79
819	12	118	353.20	669	-	41.34	122	34	22.34
820	12	134	91.27	133	37	43.81	100	33	23.89
821	12	141	351.23	355	-	46.78	94	31	25.42
822	12	136	353.15	201	-	47.25	101	30	21.91
823	12	126	351.77	211	-	48.30	98	32	29.93
824	12	139	351.72	164	-	50.44	122	40	24.25
825	12	112	350.68	295	-	55.99	128	42	25.01
826	12	134	351.97	361	-	58.54	118	39	42.83
827	12	139	352.07	209	-	60.84	138	46	36.35
828	12	121	354.55	162	-	105.22	144	37	13.17
829	12	128	352.65	169	-	146.48	216	47	35.65
830	13	113	16.58	55	14	11.13	42	14	2.47
831	13	119	350.82	407	-	22.65	75	25	14.15
832	13	113	350.17	387	-	22.82	64	21	9.91
833	13	109	350.67	470	-	35.62	111	36	15.65
834	13	122	353.52	269	-	39.49	98	31	16.86
835	13	112	350.52	389	-	44.59	113	28	7.39
836	13	114	351.18	333	-	45.65	131	39	20.06
837	13	133	350.58	219	-	53.31	121	39	35.96
838	13	140	354.47	231	-	67.64	147	35	39.14
839	13	137	352.48	263	-	68.49	147	48	51.69
840	13	127	356.25	206	-	68.79	142	47	31.58
841	13	138	363.70	146	-	77.93	142	47	51.55
842	13	120	352.33	485	-	79.76	189	35	20.71
843	13	120	351.43	362	-	86.70	172	49	42.01
844	13	125	351.50	293	-	118.44	158	49	39.54
845	13	135	350.82	200	-	126.86	197	52	48.56
846	13	114	350.43	330	-	229.19	309	46	23.65
847	14	109	353.57	339	-	55.94	117	39	16.45
848	14	122	352.02	209	-	57.85	112	35	17.69
849	14	119	350.37	541	-	63.75	152	43	40.70
850	14	113	351.70	331	-	68.85	140	46	25.05
851	14	134	351.27	202	-	73.82	130	41	32.66
852	14	125	350.48	148	-	77.08	131	43	33.24
853	14	128	357.45	140	-	78.42	155	48	47.71
854	14	134	351.32	247	-	82.78	146	32	34.31
855	14	136	351.97	177	-	83.12	168	46	37.17

Prob Num	Goals	Initial State	Base-level NoLIMIT (without analogy)			Analogical NoLIMIT PRODIGY/ANALOGY			
			Search Time	Nodes	Sol Length	Replay Time	Nodes	Sol Length	Retrieval Time
856	14	128	354.48	152	-	85.51	165	50	40.85
857	14	114	371.10	217	-	109.42	176	56	27.56
858	14	125	357.27	151	-	111.55	167	54	39.99
859	14	146	353.18	178	-	112.53	180	42	35.92
860	14	128	350.78	217	-	136.21	208	49	28.11
861	14	119	358.15	182	-	148.13	191	62	55.04
862	14	134	352.32	154	-	177.04	193	64	58.85
863	14	121	354.20	229	-	241.68	329	53	49.44
864	14	123	351.33	162	-	281.94	276	46	25.34
865	15	109	20.73	60	15	10.78	45	15	2.04
866	15	108	28.75	79	20	12.75	51	17	4.19
867	15	111	24.00	78	25	18.75	67	21	13.00
868	15	114	351.30	375	-	31.40	80	26	12.10
869	15	120	352.35	307	-	33.17	88	29	13.37
870	15	118	352.70	388	-	40.96	125	38	15.94
871	15	135	351.55	258	-	60.39	142	40	29.73
872	15	124	350.73	227	-	72.11	145	48	25.93
873	15	140	355.52	160	-	72.44	122	40	33.50
874	15	111	353.10	273	-	97.57	169	55	37.37
875	15	125	355.33	238	-	99.36	159	50	39.39
876	15	114	354.02	249	-	101.61	174	57	36.46
877	15	143	355.30	157	-	120.41	173	42	41.53
878	15	132	366.45	136	-	203.67	243	47	46.35
879	15	136	353.67	135	-	221.67	256	53	47.35
880	15	124	353.02	163	-	230.92	262	62	51.17
881	16	107	164.91	248	23	21.50	69	23	7.41
882	16	117	87.55	117	38	46.01	100	33	22.90
883	16	124	350.58	299	-	46.72	112	37	18.92
884	16	127	350.58	235	-	49.50	115	32	23.11
885	16	116	135.14	146	44	57.85	111	37	17.48
886	16	124	352.65	278	-	61.38	128	40	47.12
887	16	127	353.47	179	-	65.22	134	44	29.65
888	16	122	351.22	134	-	75.55	141	44	23.90
889	16	141	351.77	146	-	76.43	124	41	39.19
890	16	124	352.50	414	-	86.54	159	48	50.84
891	16	116	353.15	321	-	113.06	200	46	27.19
892	16	120	358.65	170	-	114.14	160	50	39.87
893	16	129	353.48	212	-	142.21	212	64	65.34
894	16	130	351.78	281	-	144.07	186	56	47.14
895	16	128	352.38	246	-	169.75	235	47	25.76
896	16	120	352.77	212	-	177.19	222	56	31.76
897	16	134	350.07	170	-	205.12	235	70	58.40
898	17	108	297.32	412	20	12.12	48	16	3.92
899	17	110	246.28	368	26	18.18	63	21	3.55
900	17	110	354.50	355	-	33.18	82	27	9.87

Prob Num	Goals	Initial State	Base-level NO LIMIT (without analogy)			Analogical NO LIMIT PRODIGY/ANALOGY			
			Search Time	Nodes	Sol Length	Replay Time	Nodes	Sol Length	Retrieval Time
901	17	111	33.68	89	29	34.75	99	30	6.84
902	17	114	123.34	148	28	37.31	105	29	6.55
903	17	123	350.40	173	-	53.37	113	30	10.12
904	17	112	352.68	163	-	60.00	122	40	15.20
905	17	129	353.85	181	-	61.14	133	44	35.48
906	17	133	352.12	248	-	80.70	155	51	45.03
907	17	137	353.83	135	-	116.81	175	47	39.39
908	17	141	350.98	146	-	120.66	197	65	58.45
909	17	146	363.72	135	-	129.87	161	51	58.90
910	17	112	354.10	323	-	150.80	212	51	24.74
911	17	134	361.28	151	-	193.03	182	59	65.35
912	17	143	359.45	103	-	304.52	238	58	59.89
913	17	128	376.25	121	-	360.81	236	74	56.89
914	18	107	12.88	51	15	7.38	36	12	1.09
915	18	112	351.62	293	-	26.48	75	25	12.38
916	18	114	351.07	226	-	34.05	84	26	7.54
917	18	113	350.80	274	-	37.87	102	32	7.83
918	18	138	350.57	275	-	71.54	145	47	64.62
919	18	112	351.35	230	-	77.65	144	44	14.45
920	18	117	357.67	193	-	102.42	169	39	12.90
921	18	126	358.95	121	-	136.78	171	47	20.90
922	18	122	356.88	152	-	138.75	186	61	42.06
923	18	131	351.05	137	-	166.94	193	64	54.67
924	18	113	351.22	187	-	176.50	211	69	37.66
925	18	128	377.85	137	-	179.42	210	60	46.91
926	18	117	359.77	137	-	232.30	253	58	27.23
927	18	123	364.32	203	-	248.97	284	59	49.16
928	18	122	350.40	155	-	288.05	292	63	45.55
929	18	137	359.12	151	-	326.94	273	68	55.46
930	19	115	39.80	80	18	13.53	51	17	1.42
931	19	116	363.23	184	-	52.69	120	40	18.25
932	19	115	355.00	178	-	61.01	127	41	30.96
933	19	112	351.95	260	-	72.47	140	44	20.59
934	19	119	362.82	119	-	117.91	150	48	33.76
935	19	143	375.30	123	-	151.99	213	62	44.66
936	19	126	352.37	194	-	154.47	232	54	56.31
937	19	126	352.22	150	-	156.26	185	44	21.92
938	19	135	352.58	140	-	203.42	241	51	44.41
939	19	115	362.13	134	-	217.63	216	55	33.15
940	19	129	367.15	141	-	231.95	251	62	45.78
941	19	123	358.97	110	-	268.92	217	70	43.38
942	19	125	371.33	136	-	290.62	221	66	62.41
943	19	127	366.98	135	-	350.41	252	78	58.02
944	20	106	13.92	49	14	11.03	45	15	2.14
945	20	107	183.16	275	21	16.65	63	21	5.43

Prob Num	Goals	Initial State	Base-level NoLIMIT (without analogy)			Analogical NoLIMIT PRODIGY/ANALOGY			
			Search Time	Nodes	Sol Length	Replay Time	Nodes	Sol Length	Retrieval Time
946	20	115	351.80	224	-	27.83	74	22	4.53
947	20	110	351.52	214	-	37.37	108	34	7.69
948	20	114	350.63	242	-	41.31	111	29	9.99
949	20	129	351.27	175	-	66.28	190	53	46.14
950	20	111	85.92	138	44	66.43	152	48	19.97
951	20	114	352.03	228	-	69.59	138	45	23.21
952	20	127	352.25	141	-	99.80	159	52	32.75
953	20	120	365.55	142	-	101.29	149	48	34.55
954	20	127	365.93	201	-	205.95	212	66	48.05
955	20	122	365.67	126	-	225.74	229	63	33.17
956	20	123	362.63	117	-	228.14	235	60	29.50
957	20	119	9.25	36	12	7.93	33	11	2.47
958	20	112	13.92	51	17	15.30	51	17	2.45
959	20	108	49.27	89	25	15.62	57	19	2.15
960	20	124	352.50	281	-	39.34	84	28	16.20
961	20	125	352.77	184	-	50.49	103	32	14.77
962	20	121	351.83	171	-	60.92	102	34	15.76
963	20	120	354.38	182	-	66.63	132	44	16.51
964	20	114	350.07	301	-	98.81	171	52	53.19
965	20	115	352.43	200	-	116.22	192	48	22.69
966	20	115	365.80	124	-	210.34	236	60	31.71
967	20	117	351.57	187	-	33.86	91	30	15.74
968	20	106	35.02	81	25	34.25	75	23	3.58
969	20	113	351.85	244	-	41.17	97	27	9.70
970	20	112	72.57	105	34	47.56	109	36	8.09
971	20	109	352.60	285	-	58.22	129	43	19.99
972	20	124	357.32	215	-	101.91	157	51	31.04
973	20	117	350.32	205	-	122.60	168	42	16.65
974	20	138	354.23	112	-	154.86	177	50	31.56
975	20	140	358.28	110	-	168.72	199	63	61.38
976	20	132	353.63	136	-	262.98	251	80	62.64
977	20	143	351.03	117	-	266.26	223	70	58.87
978	20	125	365.30	170	-	282.83	280	65	44.46
979	20	144	353.45	127	-	354.64	230	71	67.05
980	20	123	351.33	311	-	25.78	63	21	7.46
981	20	113	356.08	187	-	35.75	91	30	10.44
982	20	116	362.17	246	-	56.40	137	45	24.29
983	20	112	352.47	167	-	63.10	133	44	22.30
984	20	124	350.62	185	-	91.14	129	36	14.29
985	20	135	356.80	117	-	91.44	154	51	37.31
986	20	124	351.27	241	-	92.41	150	50	53.57
987	20	114	350.17	191	-	109.67	173	49	22.22
988	20	122	324.03	242	59	113.18	189	60	33.91
989	20	135	354.62	141	-	276.47	268	66	64.63
990	20	129	352.03	141	-	285.40	251	67	78.32

Prob Num	Goals	Initial State	Base-level NoLIMIT (without analogy)			Analogical NoLIMIT PRODIGY/ANALOGY			
			Search Time	Nodes	Sol Length	Replay Time	Nodes	Sol Length	Retrieval Time
991	20	106	350.20	321	-	30.35	91	29	8.50
992	20	127	352.75	149	-	47.39	99	31	13.24
993	20	138	353.08	135	-	79.71	133	44	37.28
994	20	129	350.22	166	-	88.10	137	43	23.81
995	20	119	373.62	146	-	129.26	189	60	31.86
996	20	122	355.25	156	-	131.38	189	58	44.27
997	20	142	364.93	118	-	235.60	222	69	79.79
998	20	131	351.43	123	-	262.82	219	70	57.87
999	20	136	407.05	161	-	310.15	290	65	53.75
1000	20	136	358.10	124	-	343.19	255	80	63.59





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